

Archie  
ADVENTURE  
SERIES

THE WORLD'S MOST WAY PAST COOL COMIC!

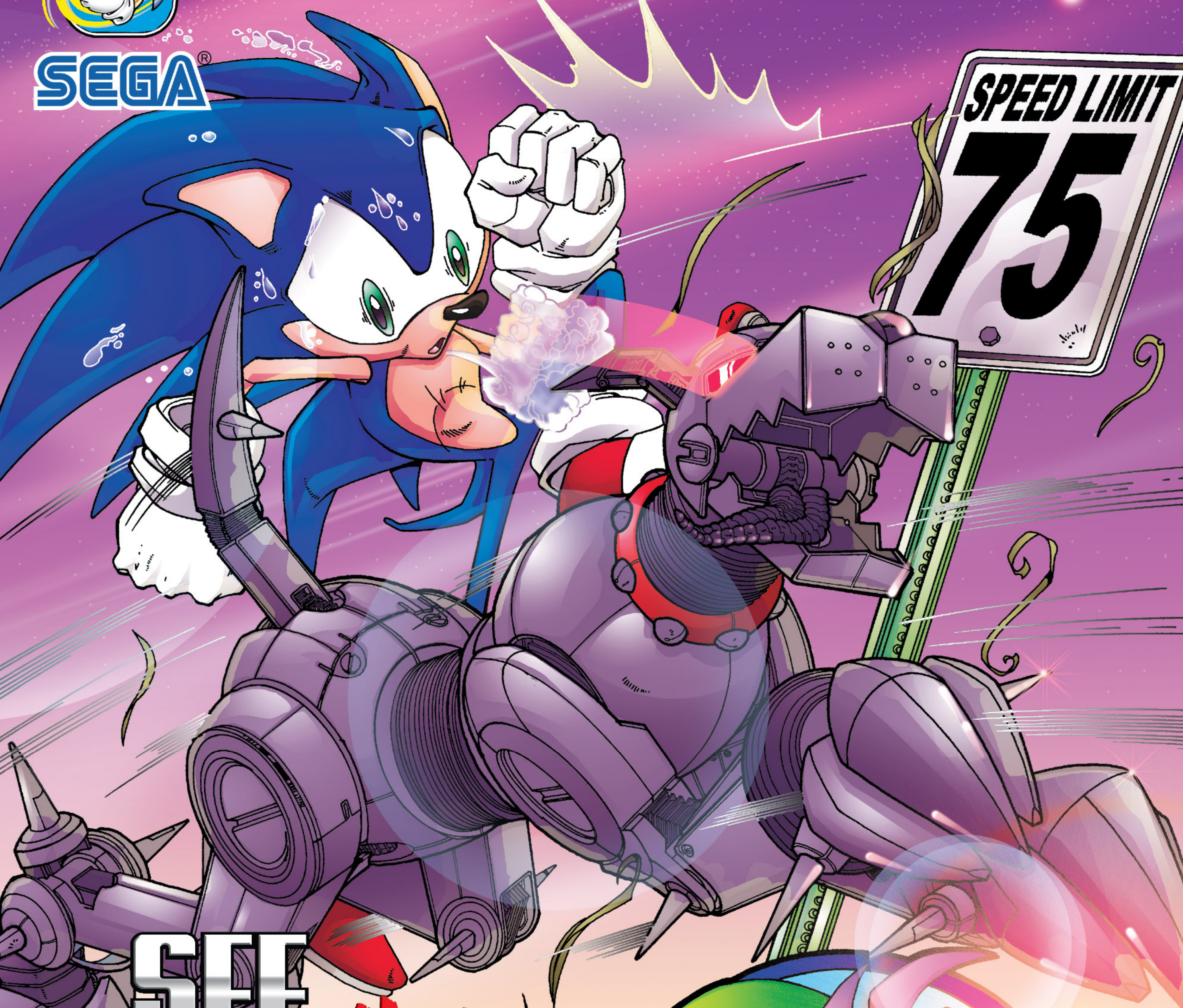
APPROVED  
BY THE  
COMICS  
CODE  
AUTHORITY

# SONIC

THE HEDGEHOG



SEGA



SEE  
MUTTSKI  
RUN

ALSO  
IN THIS  
ISSUE:

KNUCKLES FACES A NEW CHALLENGE!





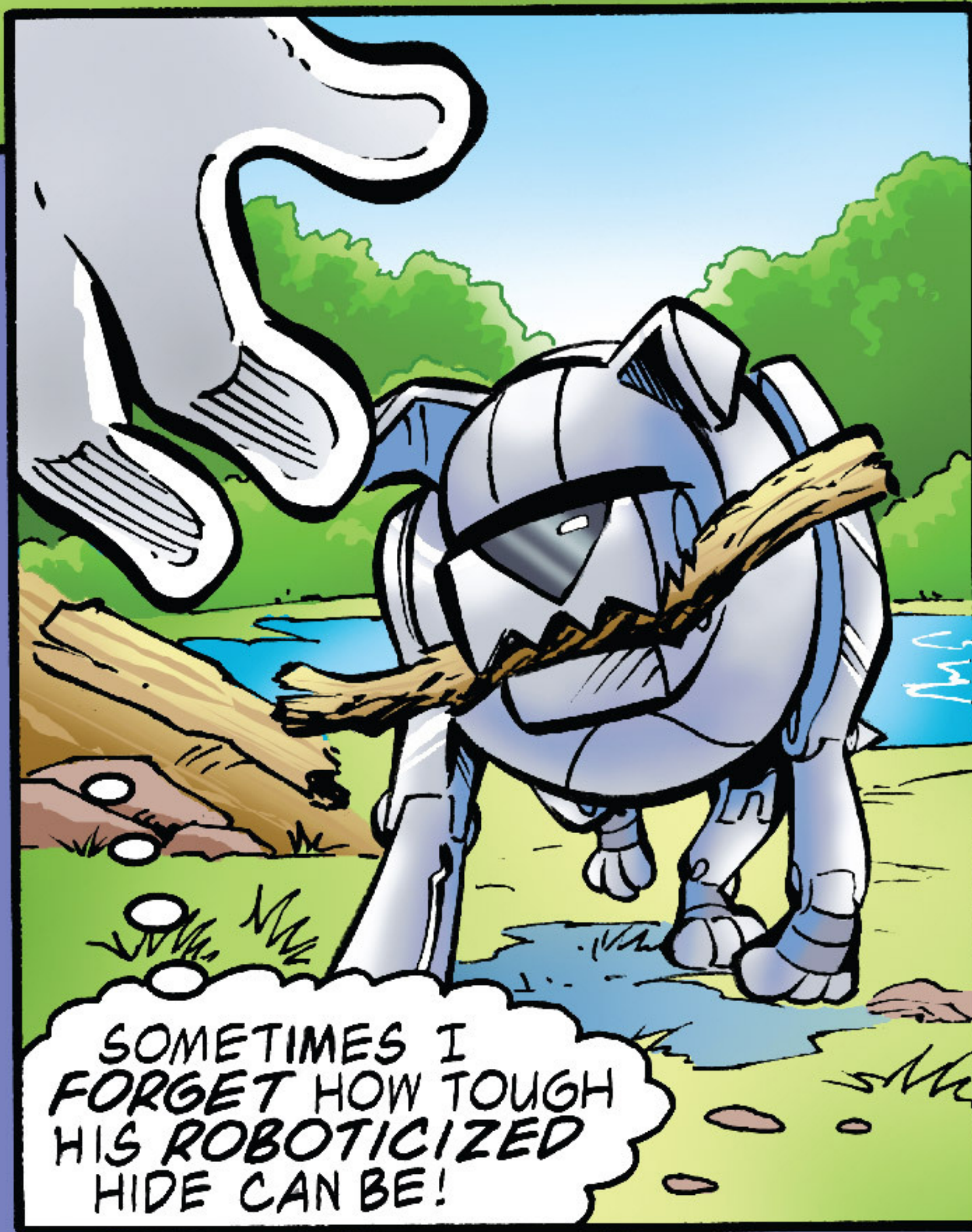
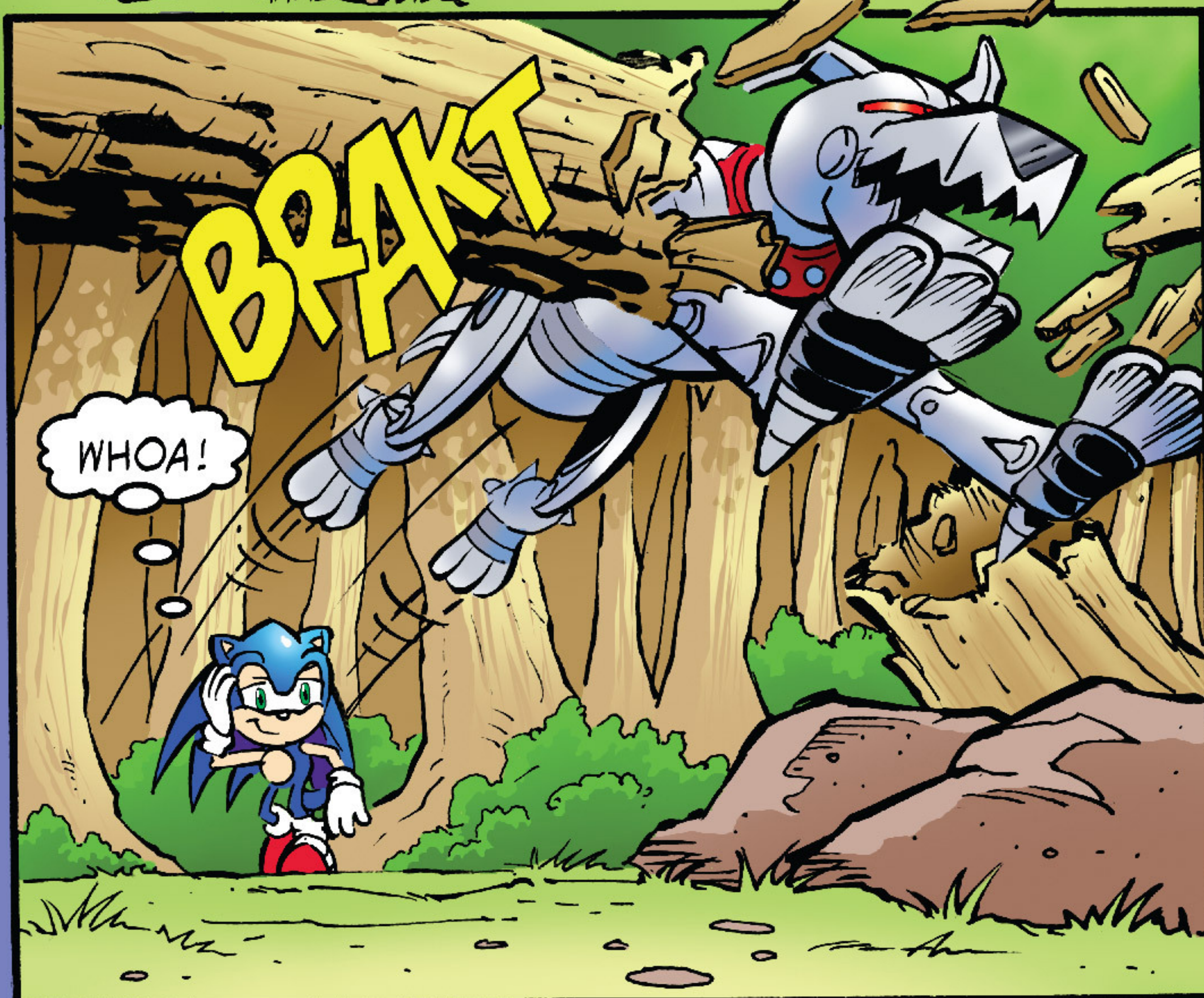
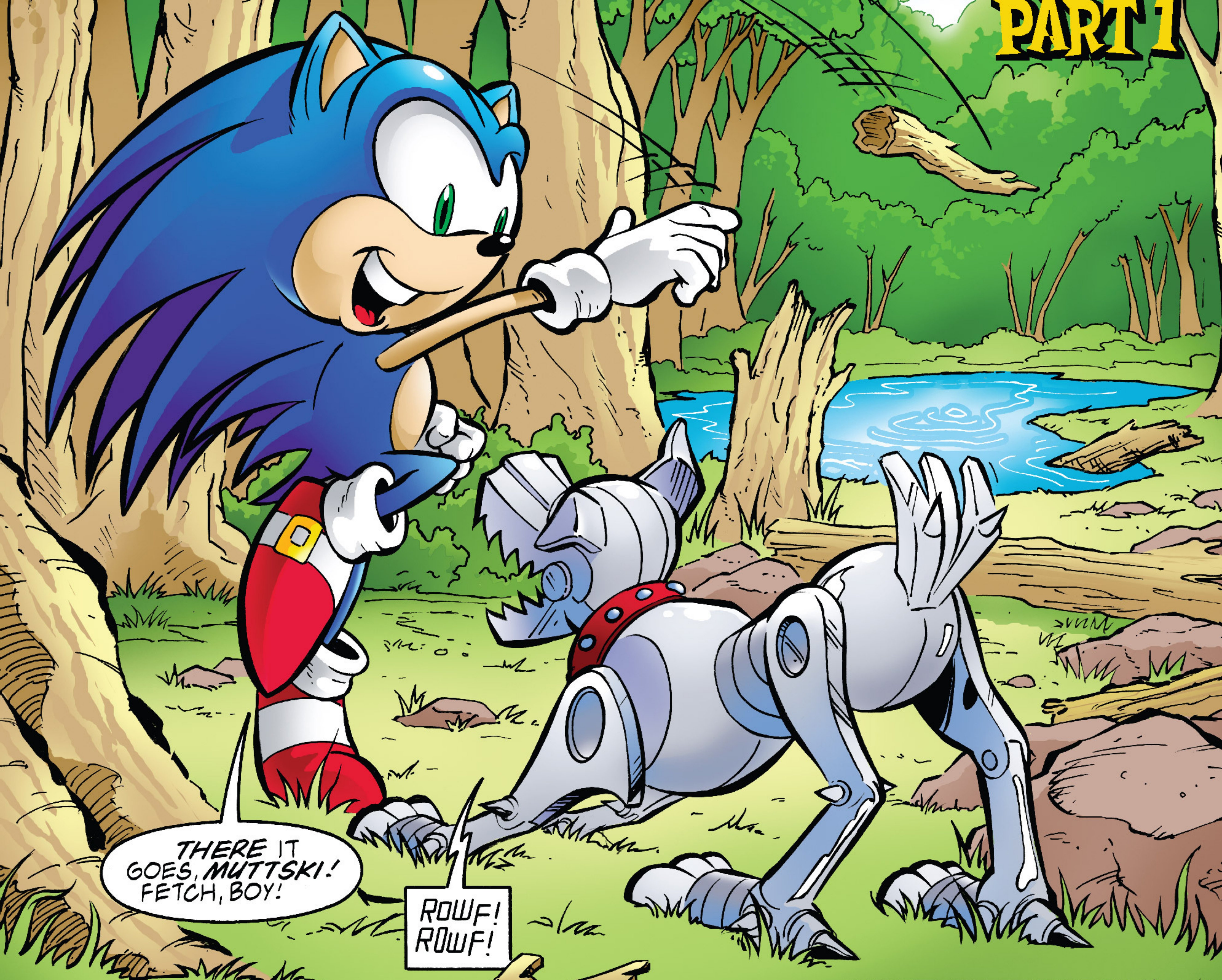


# SONIC COME ANIE IN A BOTTLE

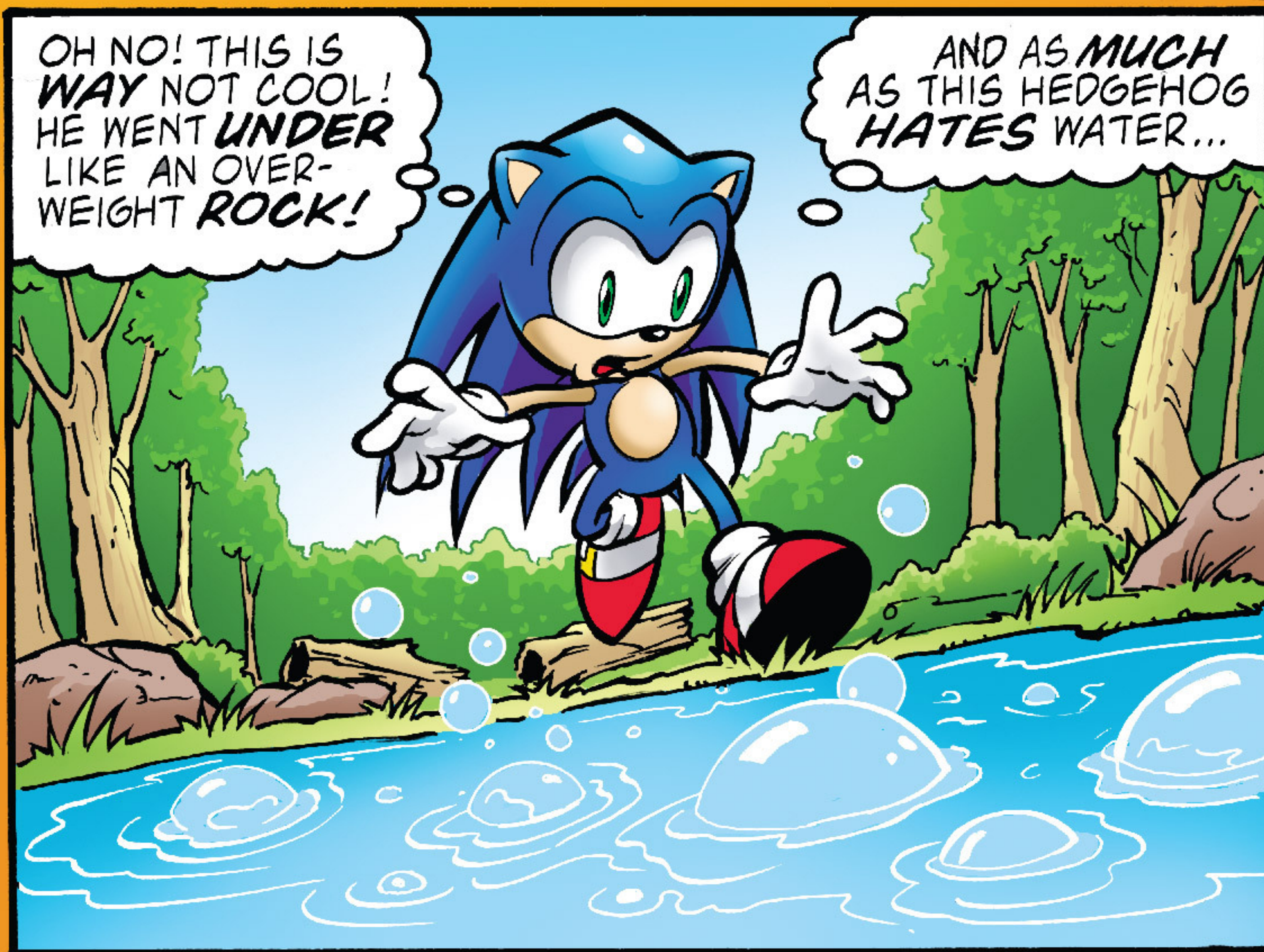
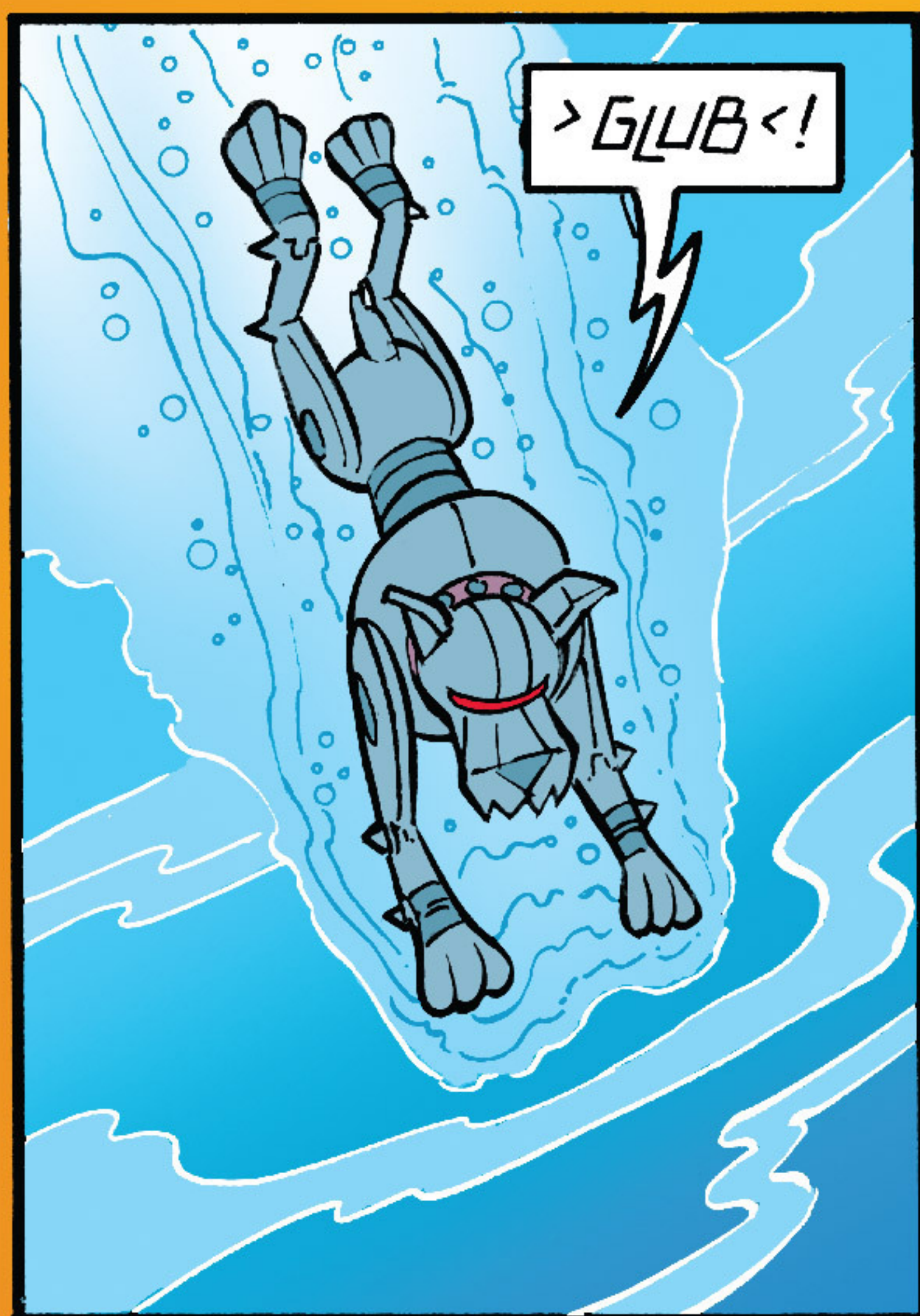
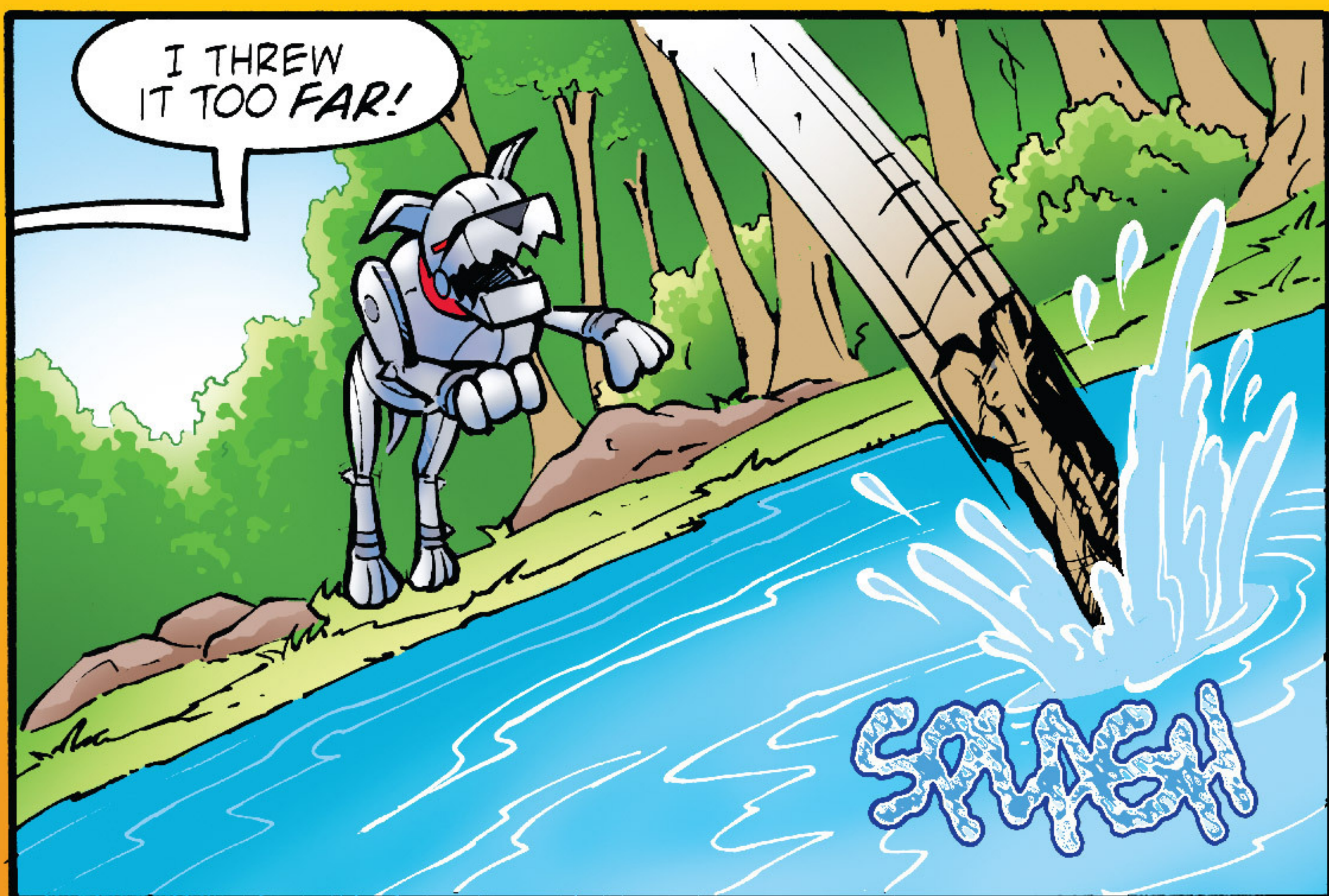
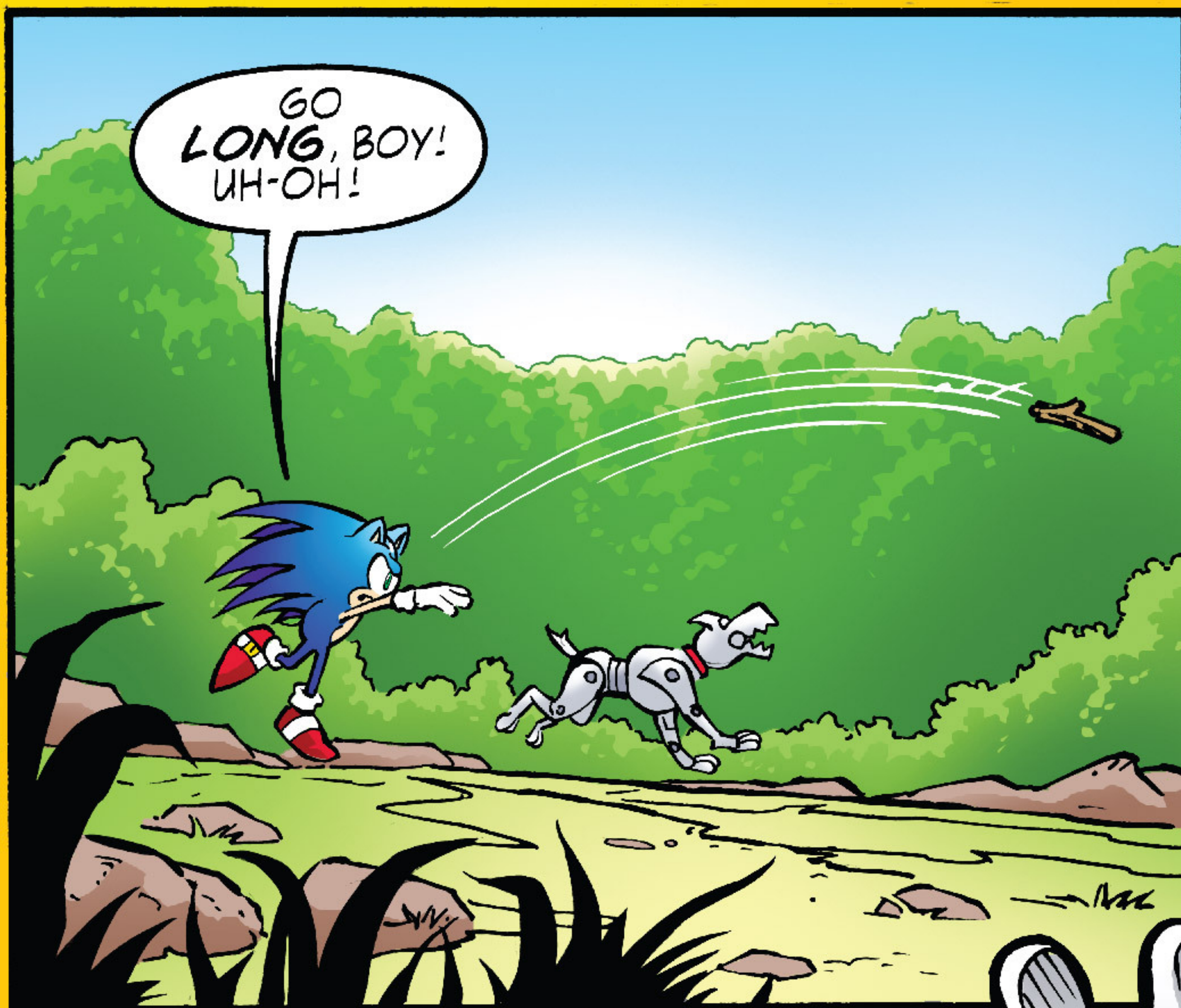
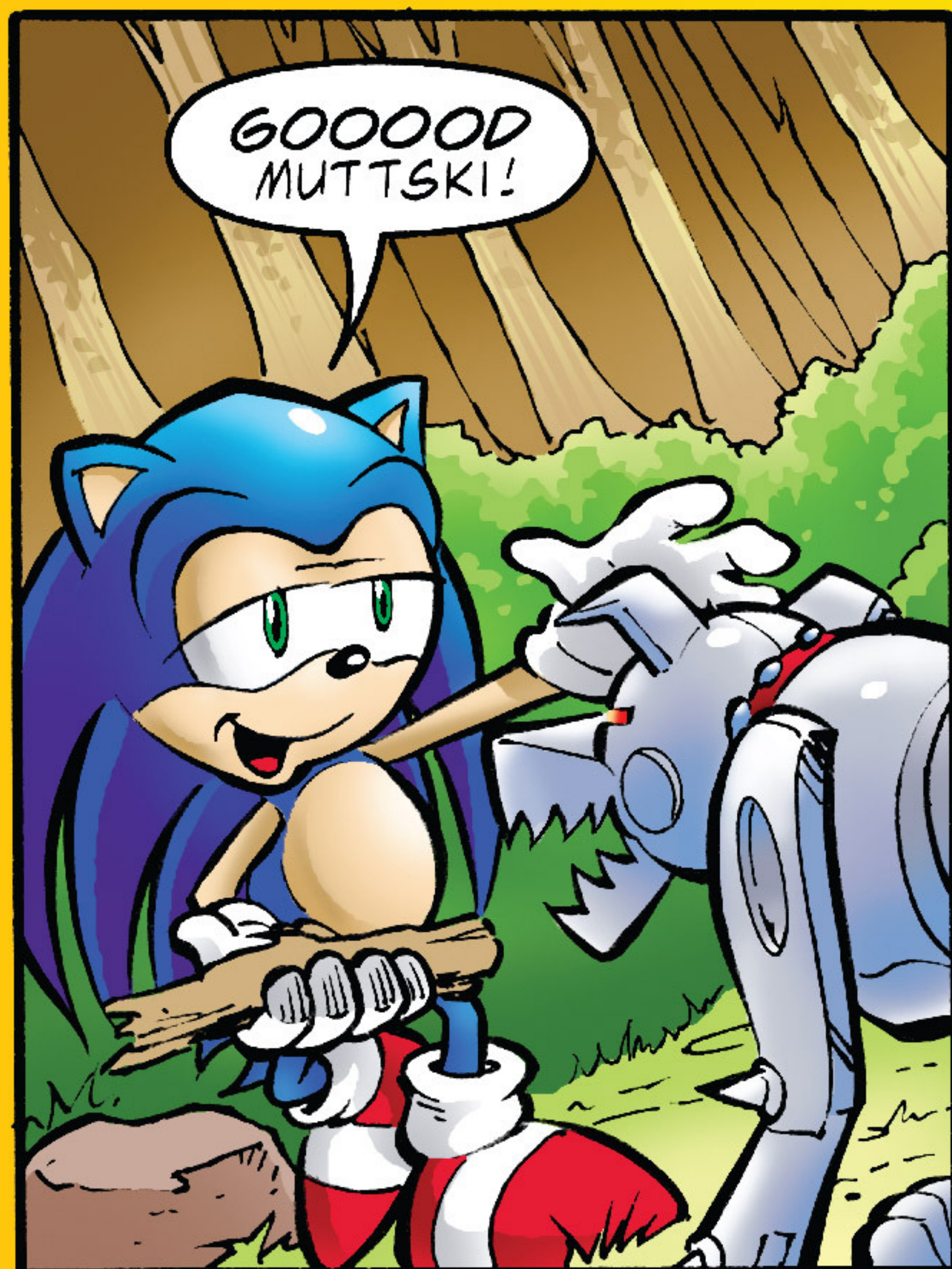
THE HEDGEHOG

BENNY LEE - WRITER ART MAWHINNEY - PENCILER PAM EKLUND - INKER  
JEFF POWELL - LETTERER JASON JENSEN - COLORISTS J.F. GABRIE - EDITOR  
VICTOR GORELICK - MANAGING EDITOR RICHARD GOLDWATER - EDITOR IN CHIEF

## PART 1

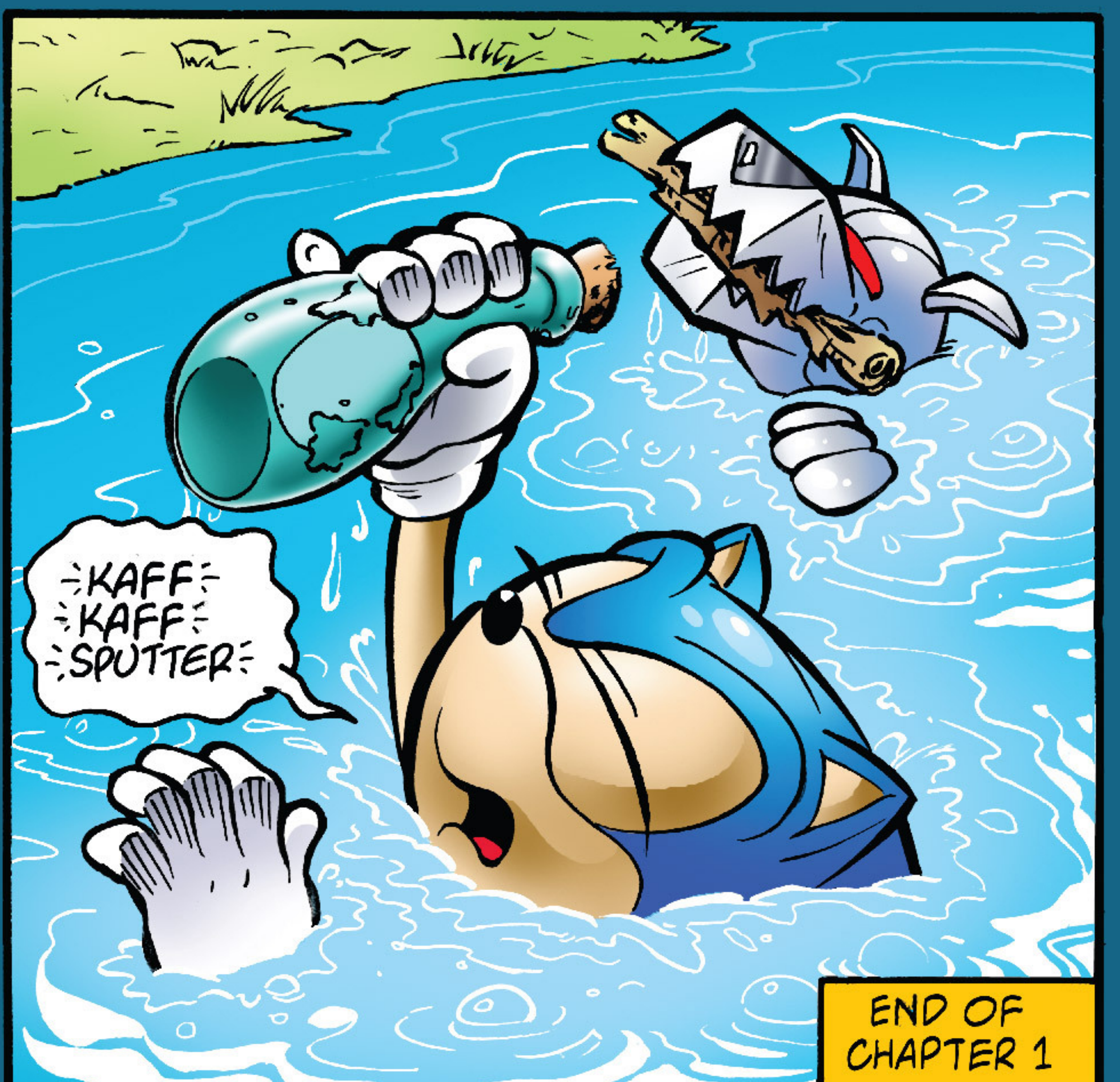
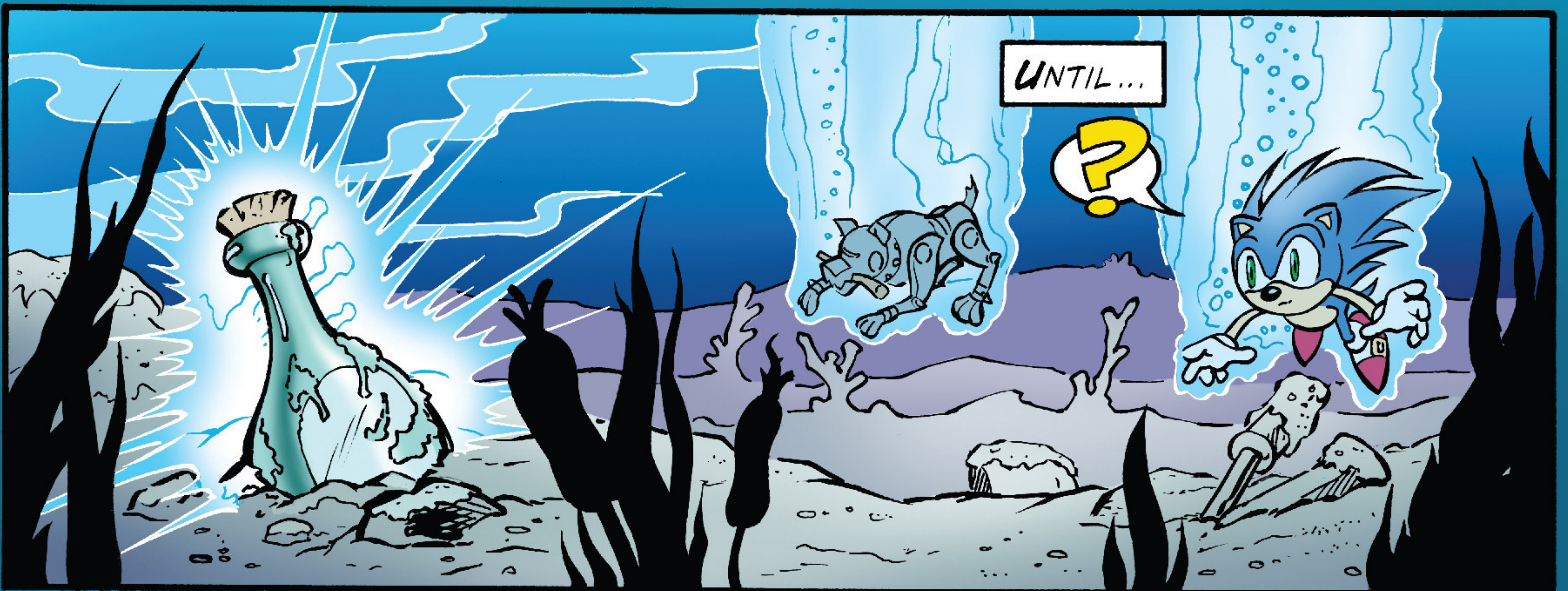
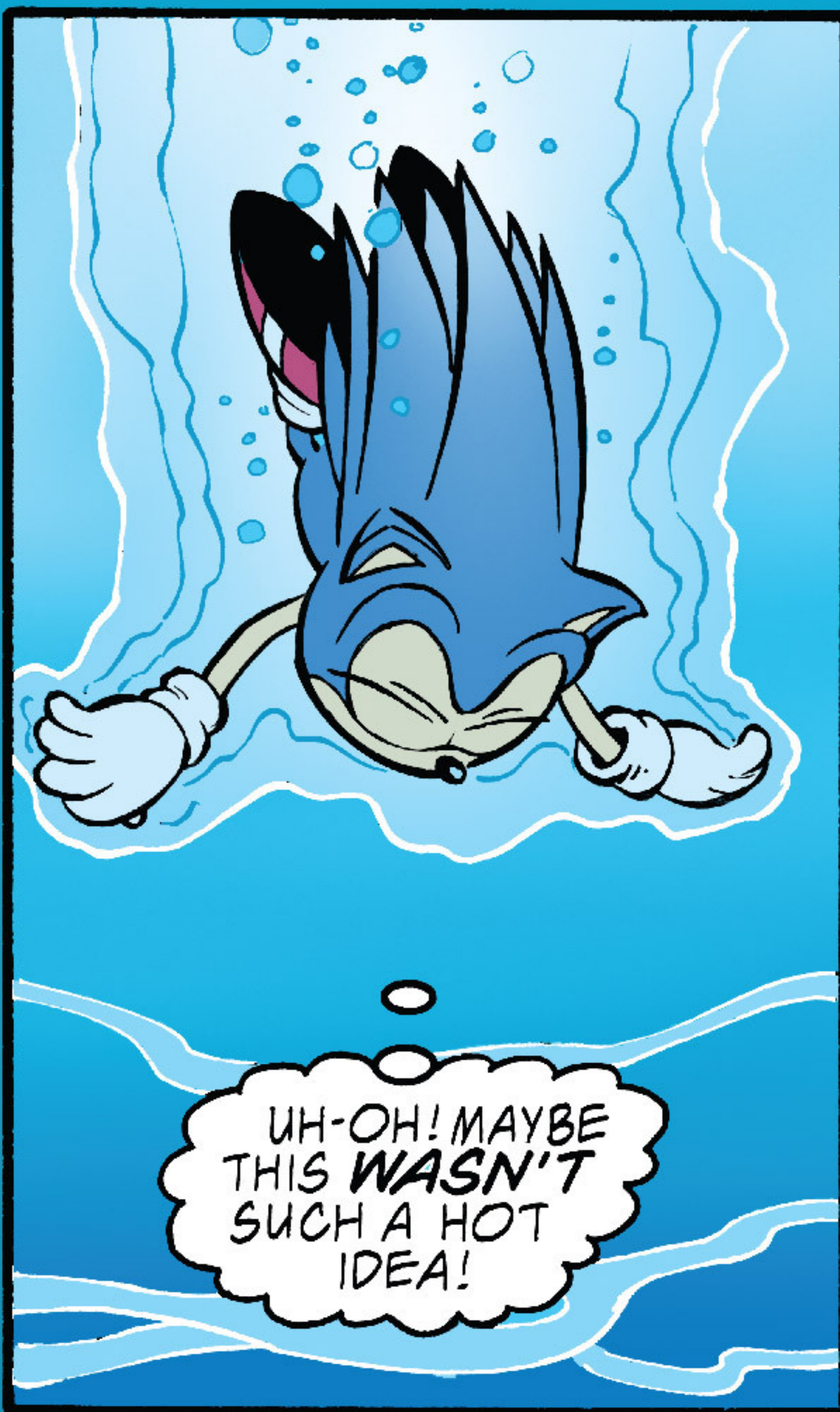
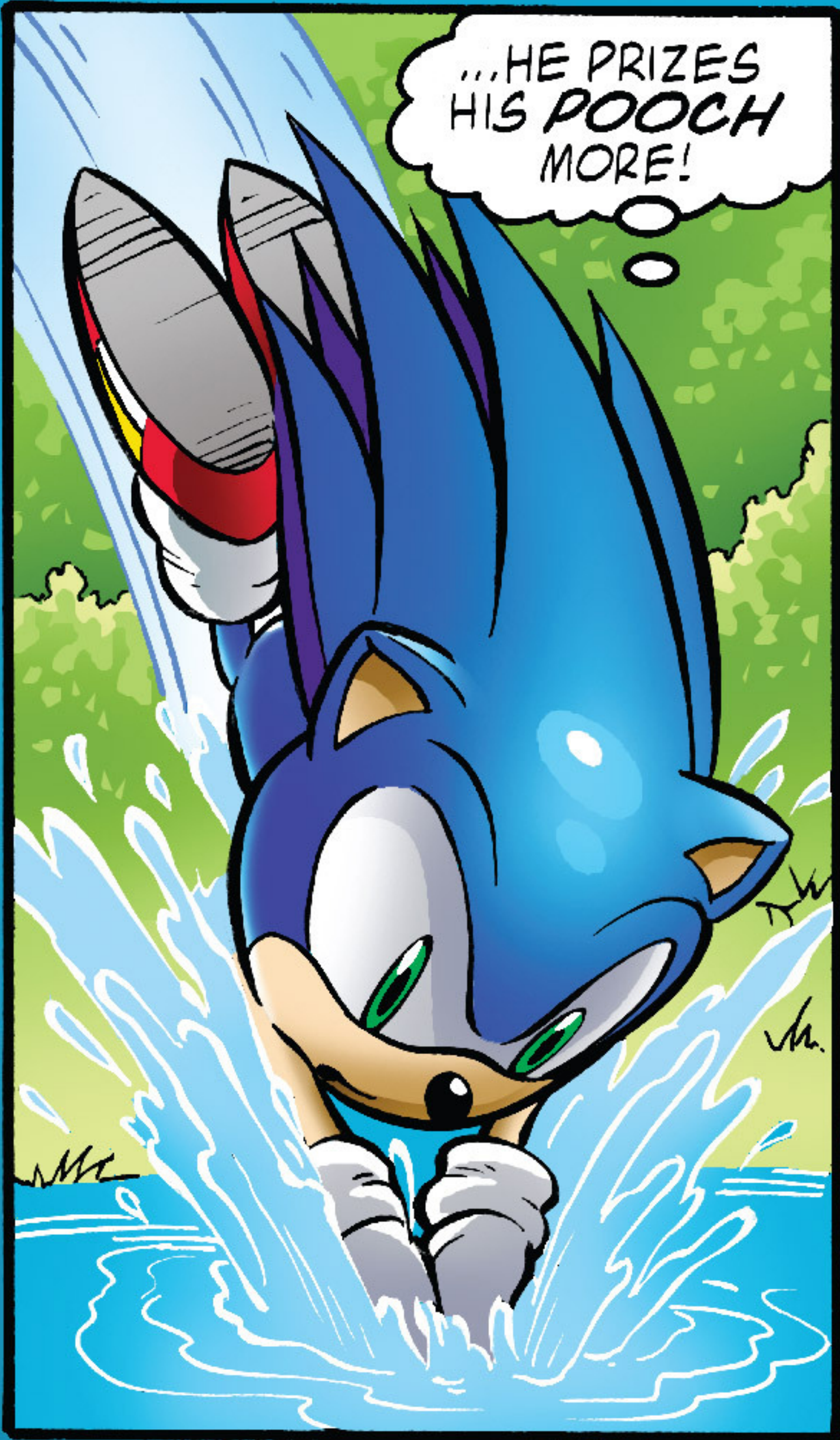




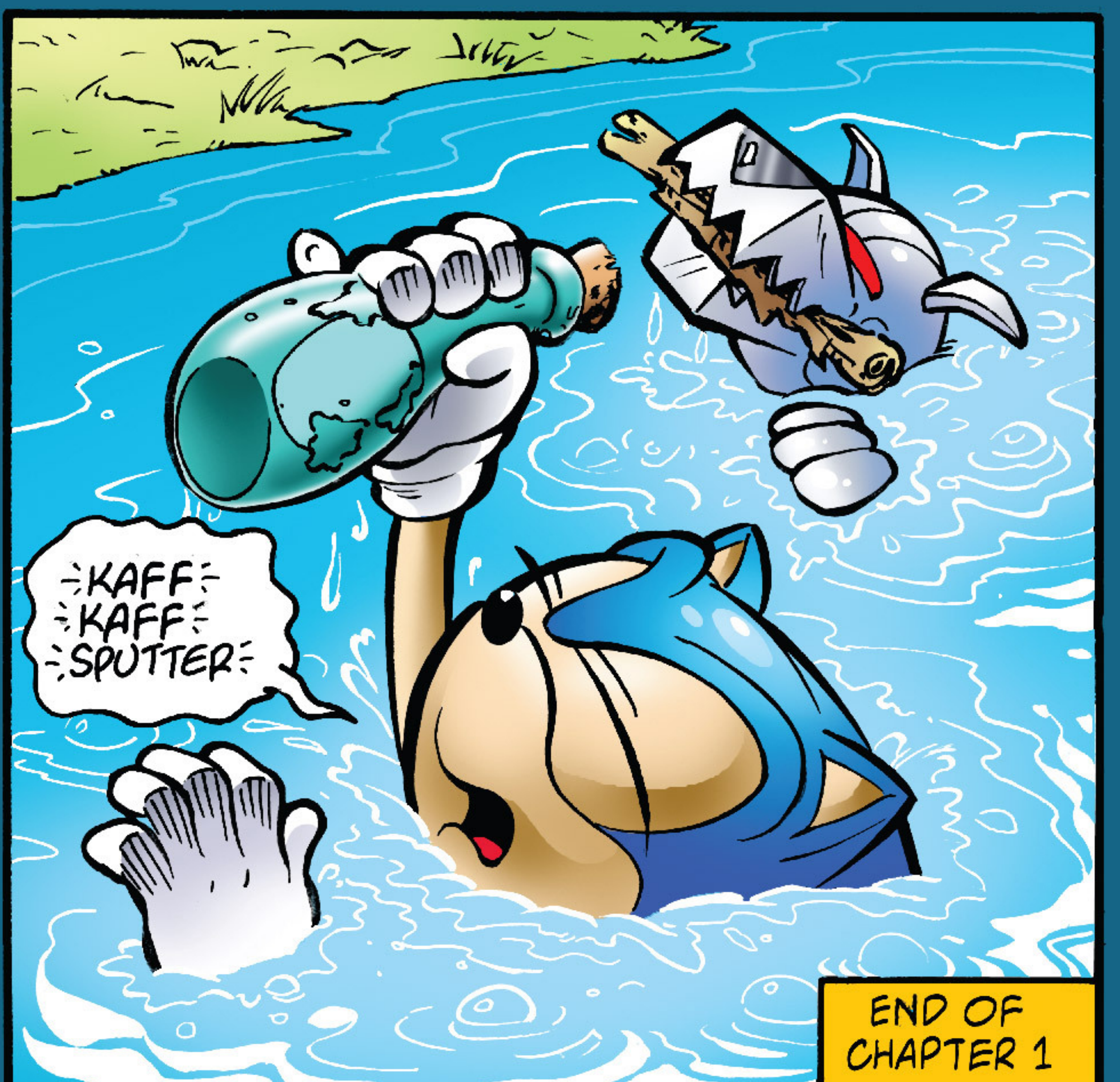
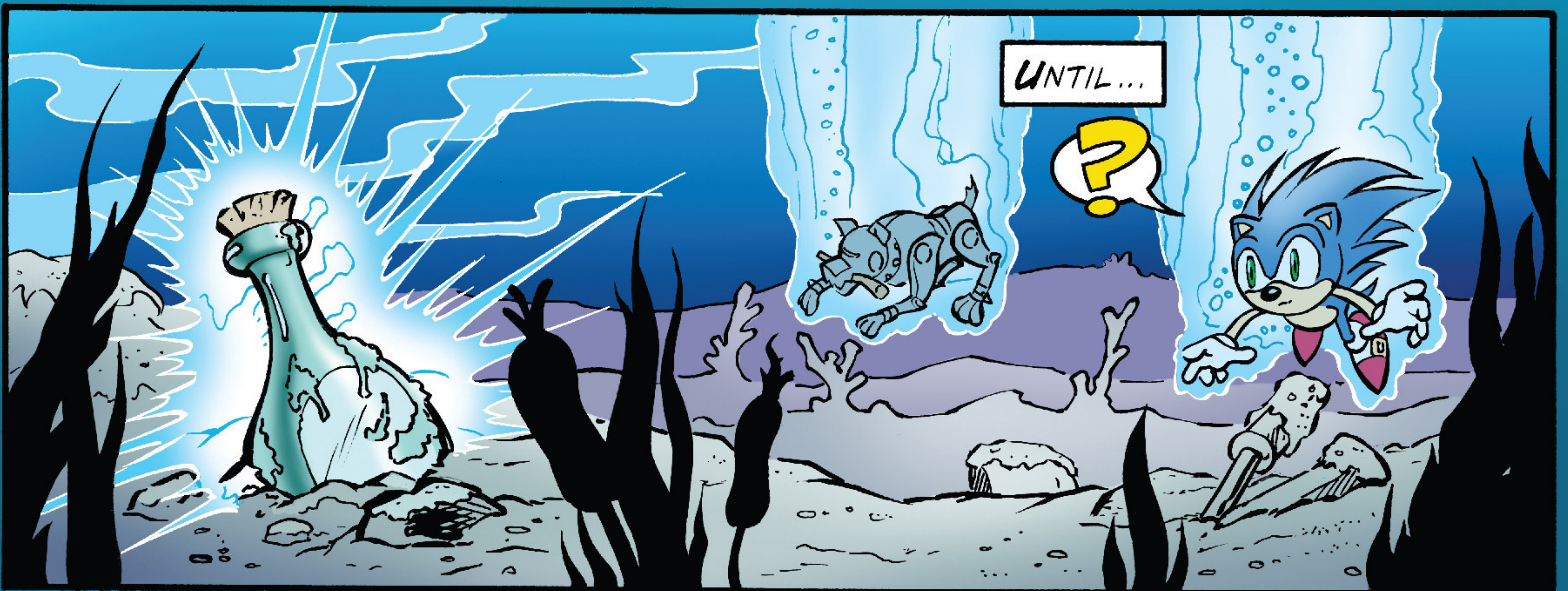
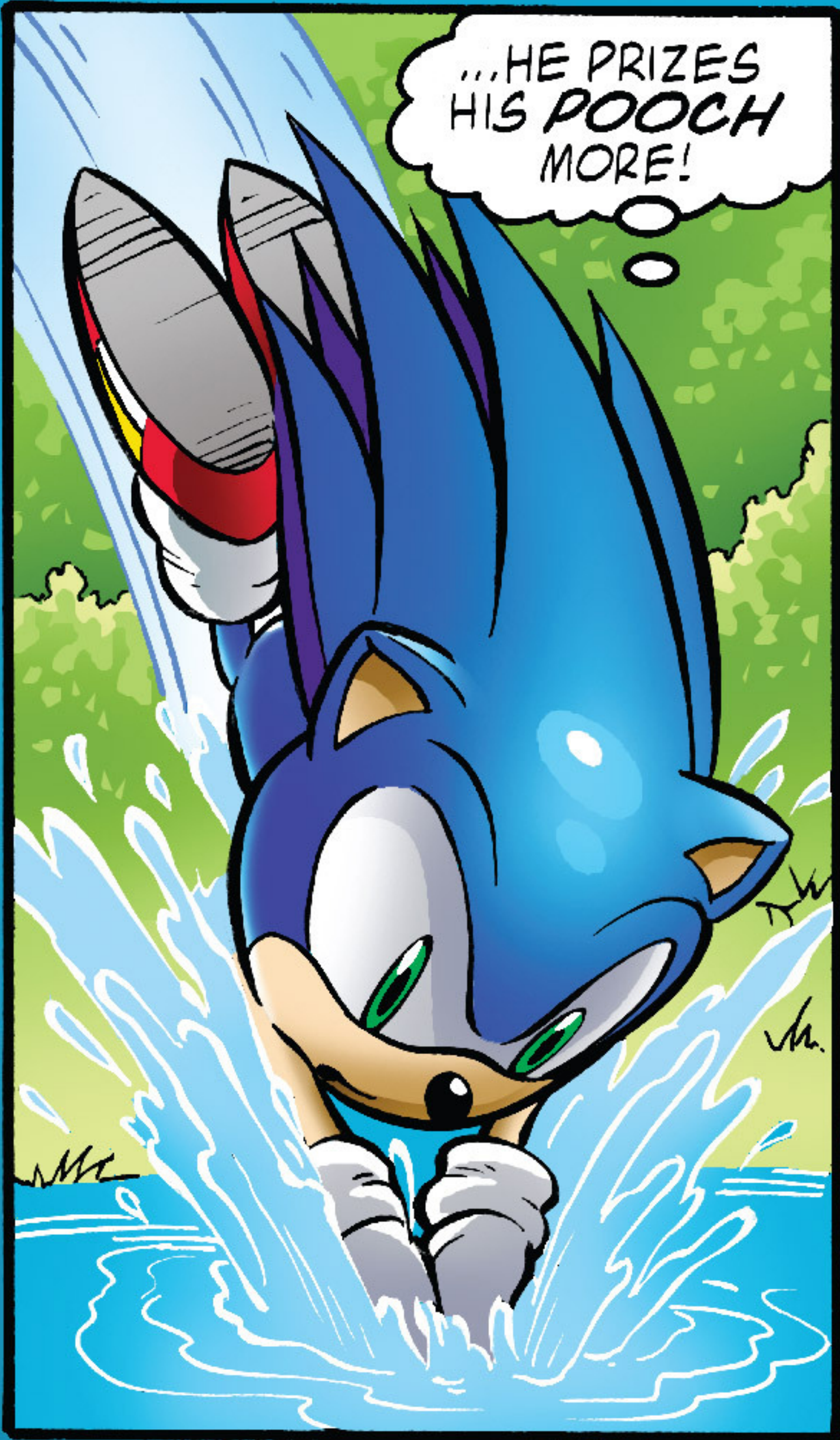


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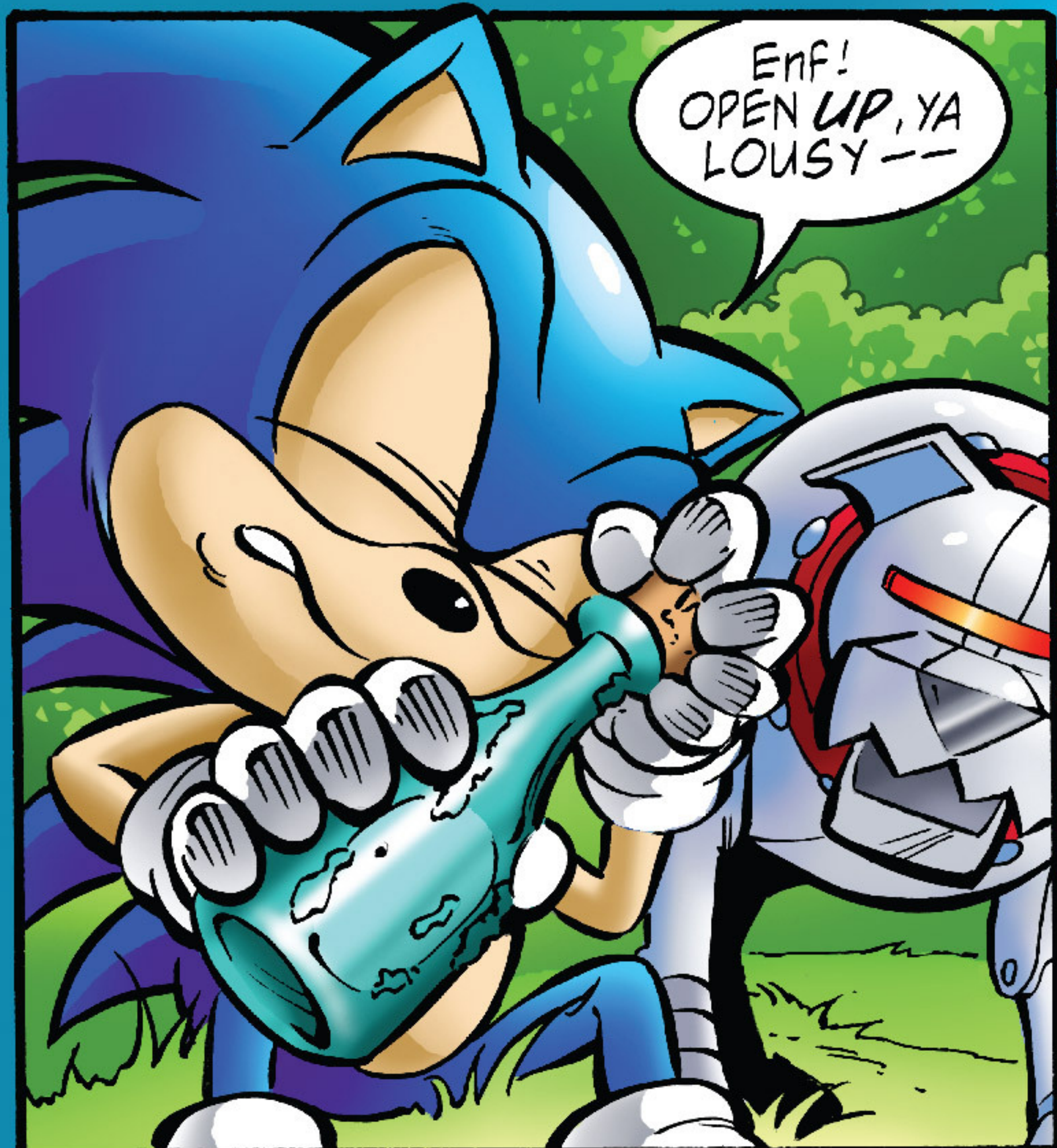












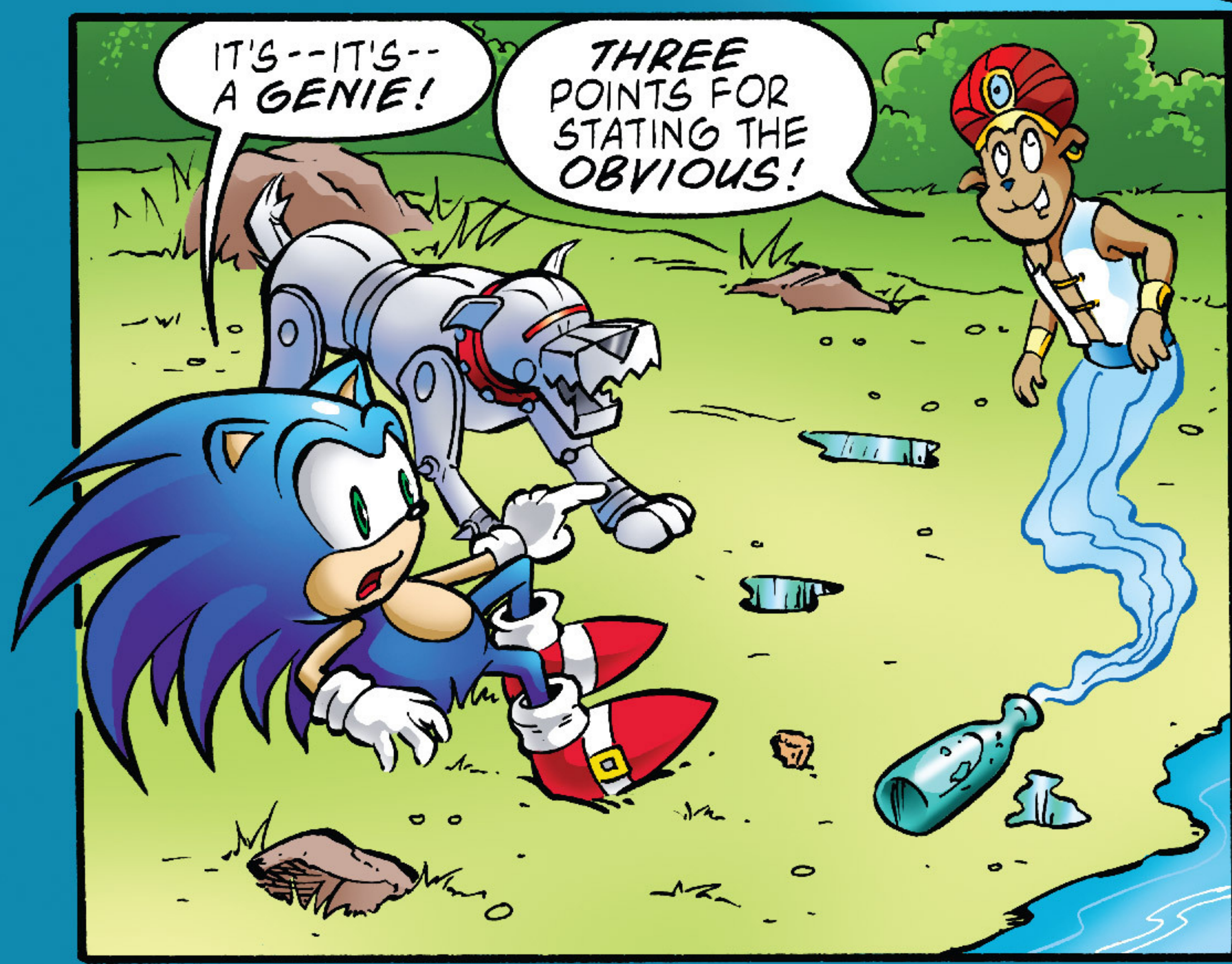
Enf!  
OPEN UP, YA  
LOUSY --



K-ZAM



FREE AT  
LAST! FREE  
AT LAST!  
FREE AT  
LAST!

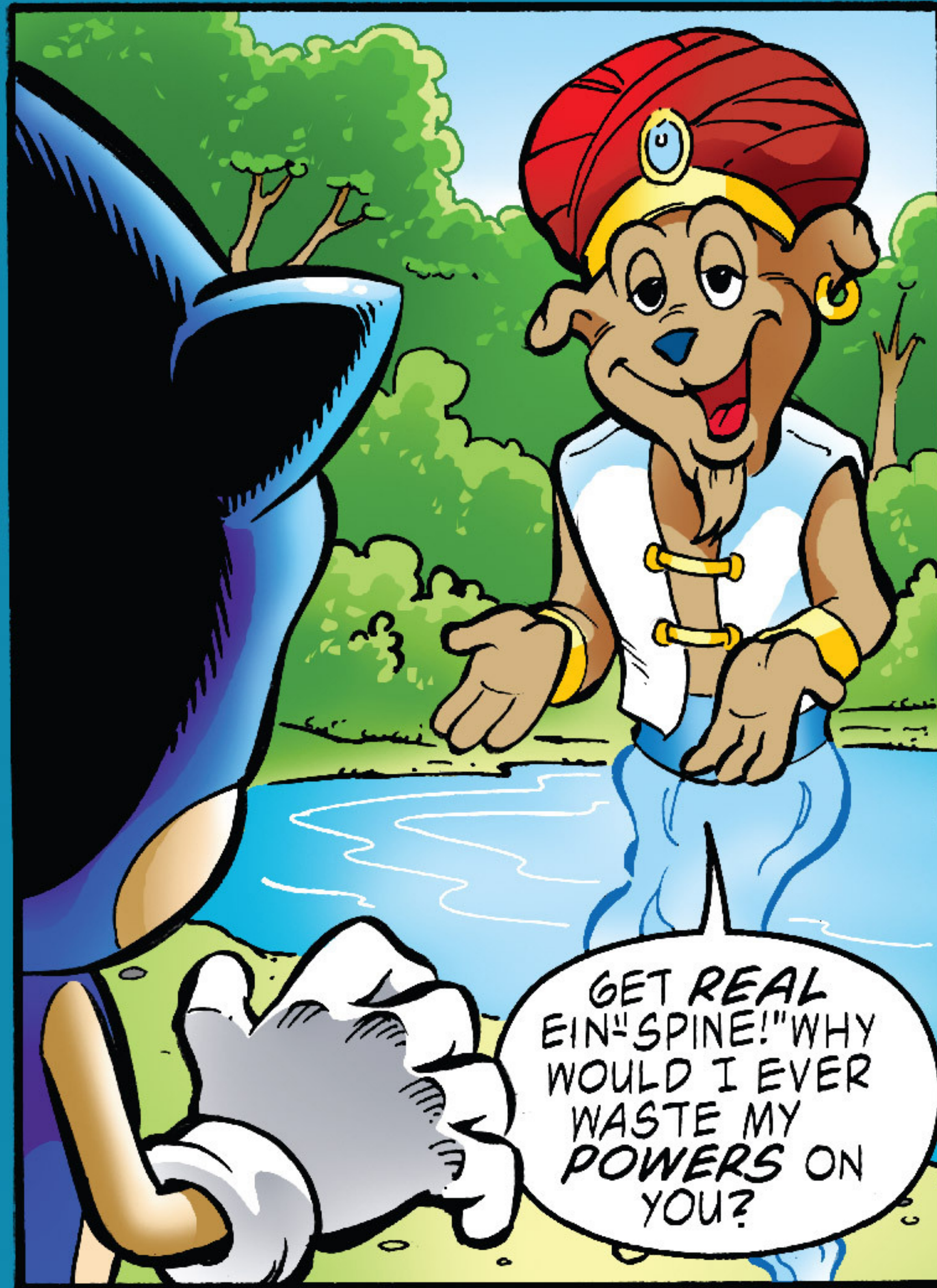


IT'S--IT'S--  
A GENIE!

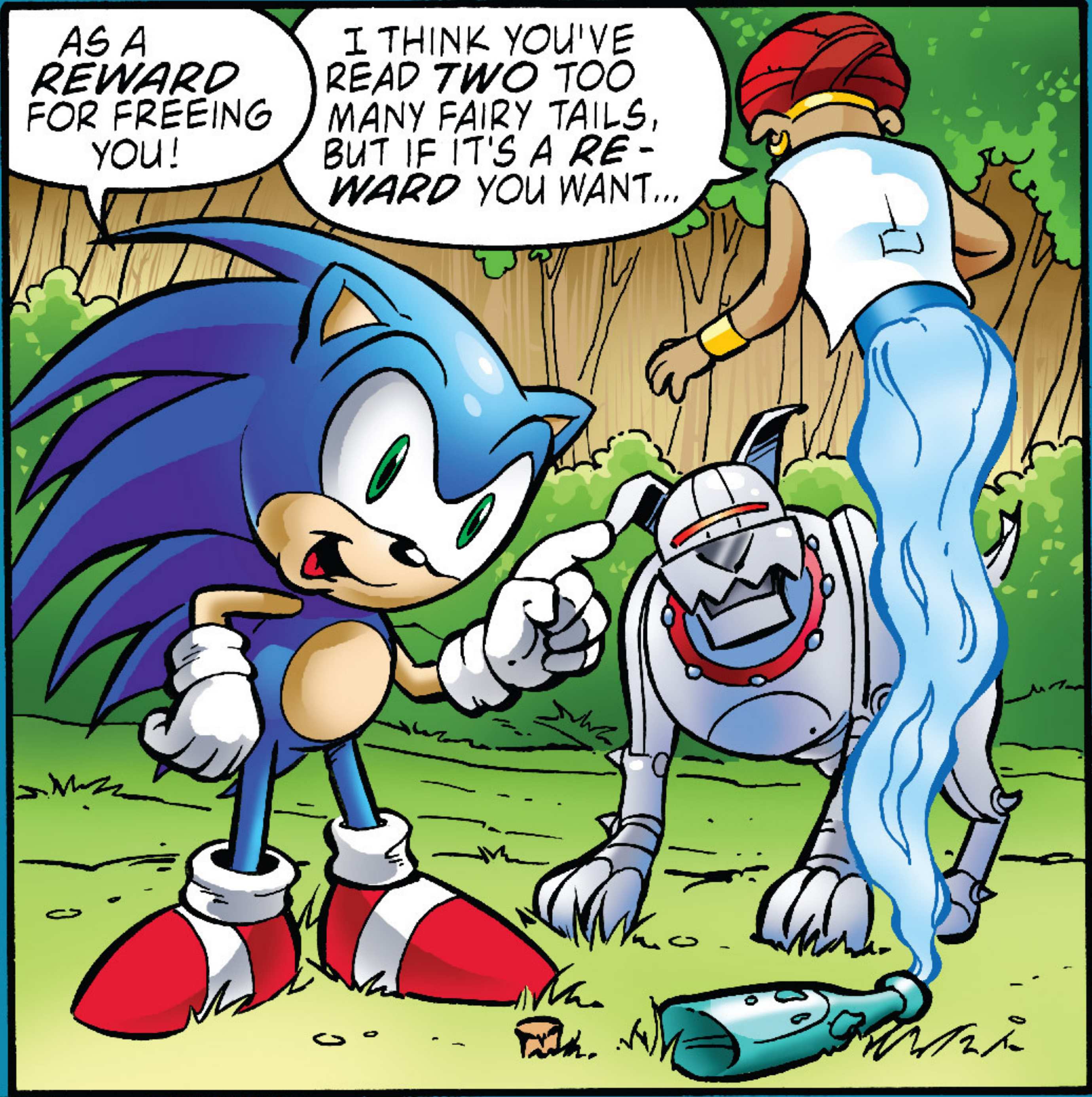
THREE  
POINTS FOR  
STATING THE  
OBVIOUS!



DON'T YOU  
MEAN THREE  
WISHES?



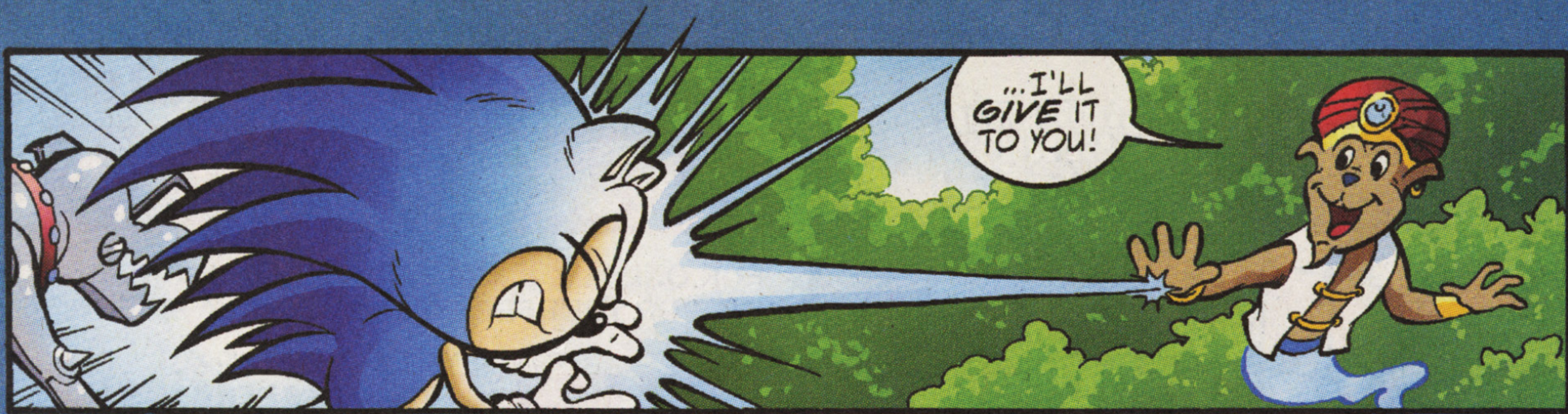
GET REAL  
EIN-SPINE!" WHY  
WOULD I EVER  
WASTE MY  
POWERS ON  
YOU?



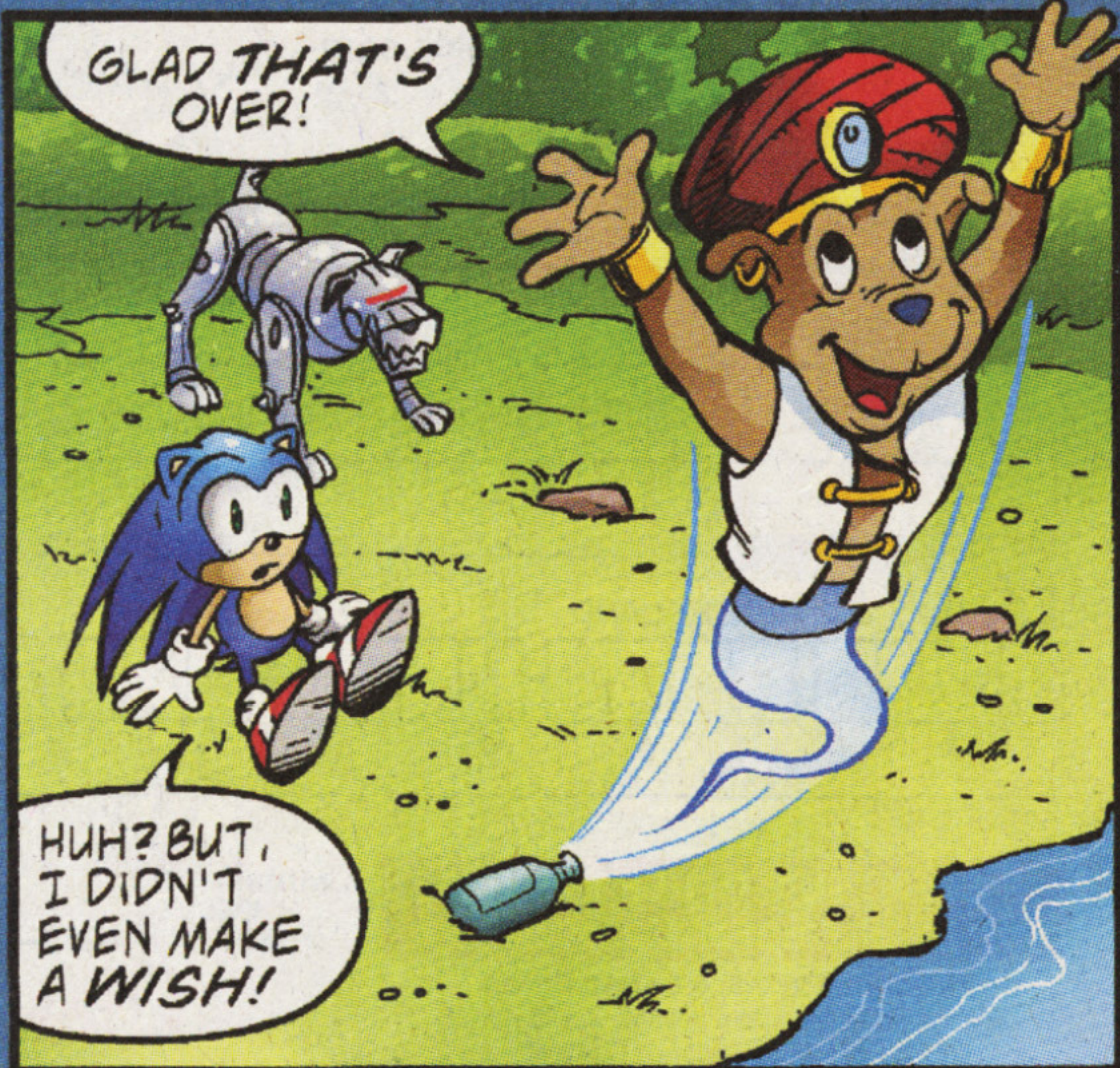
AS A  
REWARD  
FOR FREEING  
YOU!

I THINK YOU'VE  
READ TWO TOO  
MANY FAIRY TAILS,  
BUT IF IT'S A RE-  
WARD YOU WANT...



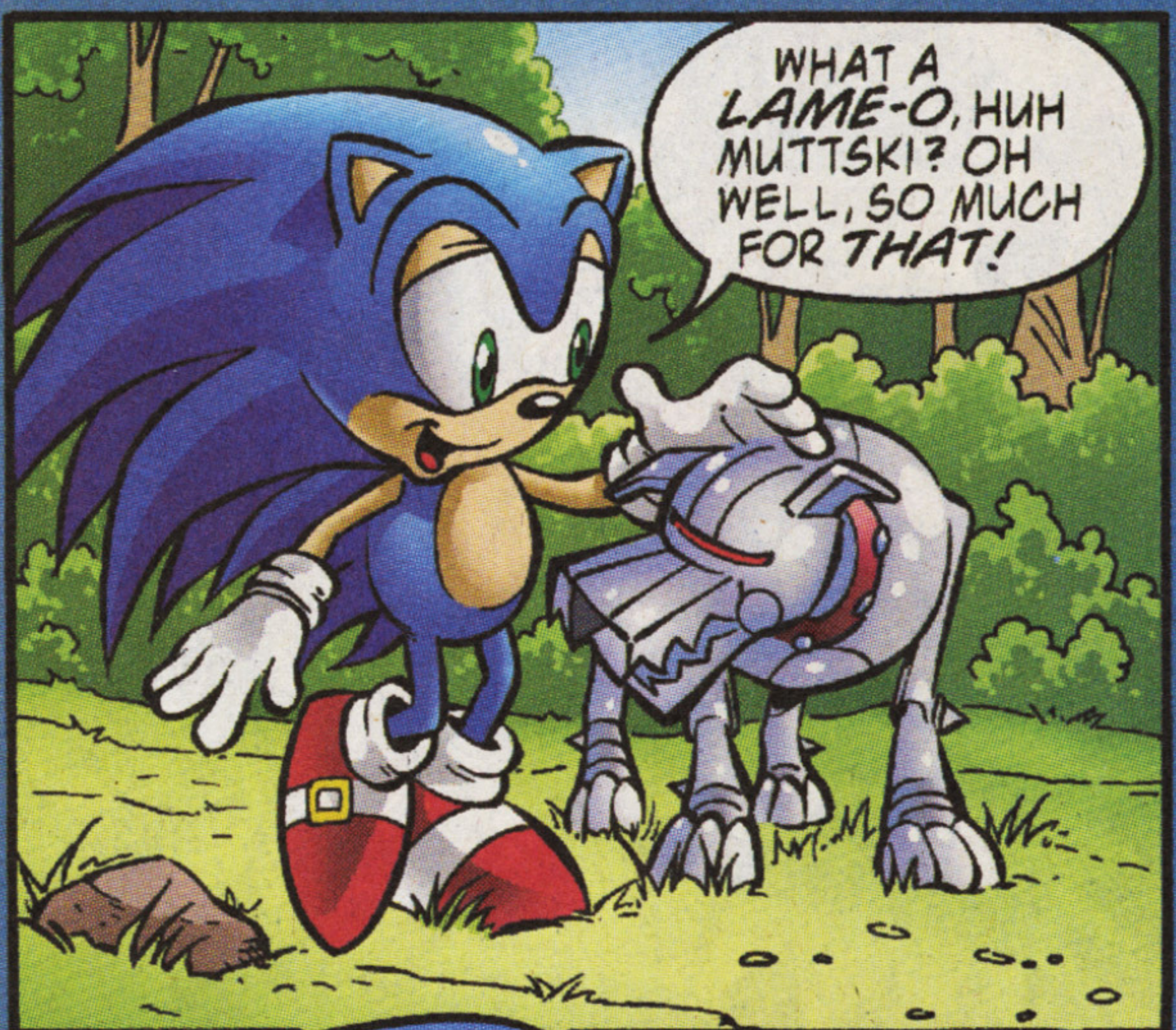


...I'LL  
GIVE IT  
TO YOU!

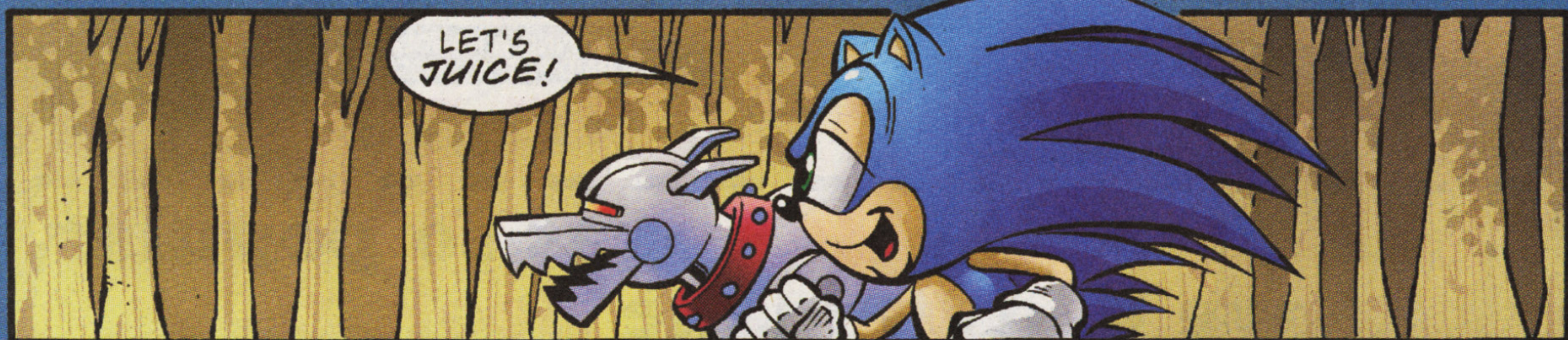


GLAD THAT'S  
OVER!

HUH? BUT,  
I DIDN'T  
EVEN MAKE  
A WISH!



WHAT A  
LAME-O, HUH  
MUTTSKI? OH  
WELL, SO MUCH  
FOR THAT!

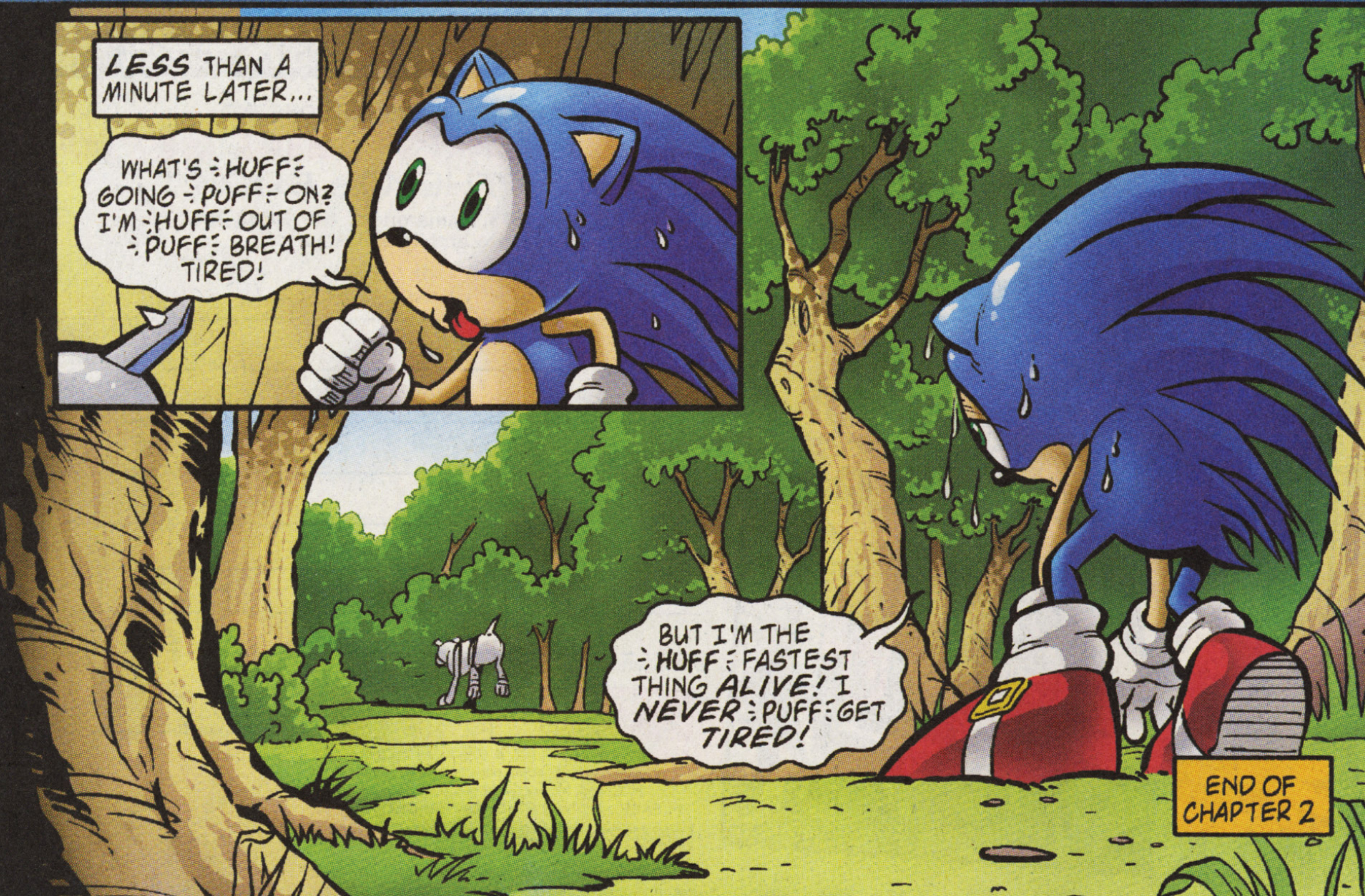


LET'S  
JUICE!



LESS THAN A  
MINUTE LATER...

WHAT'S ÷ HUFF ÷  
GOING ÷ PUFF ÷ ON?  
I'M ÷ HUFF ÷ OUT OF  
÷ PUFF ÷ BREATH!  
TIRED!



BUT I'M THE  
÷ HUFF ÷ FASTEST  
THING ALIVE! I  
NEVER ÷ PUFF ÷ GET  
TIRED!

END OF  
CHAPTER 2



# MEANIE IN A BOTTLE PART 3

**SONIC**

THE HEDGEHOG

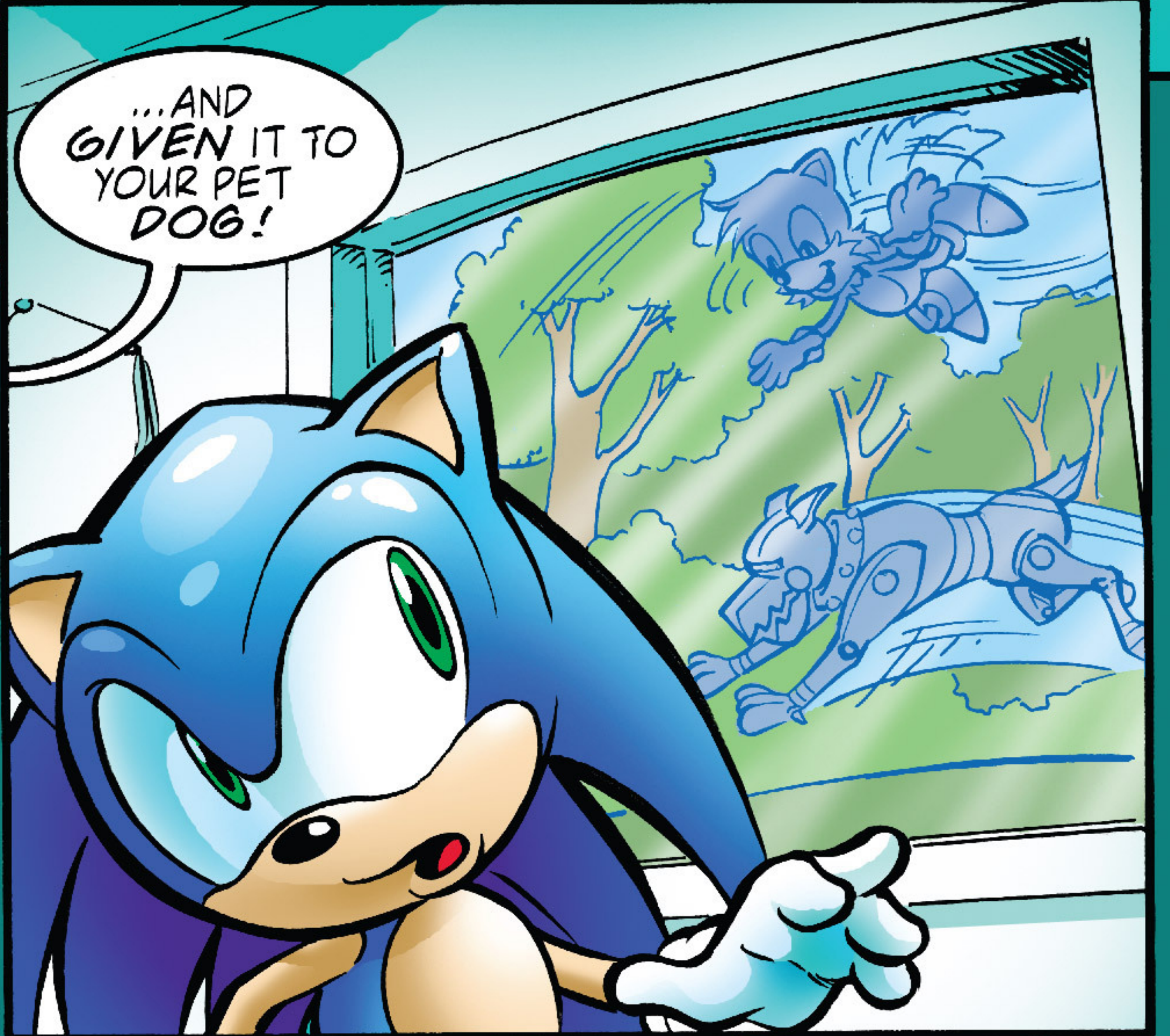
HAS JUST BEEN  
EXAMINED BY  
DOCTOR QUACK!

SORRY, KID  
BUT I'M AFRAID  
IT'S TRUE!

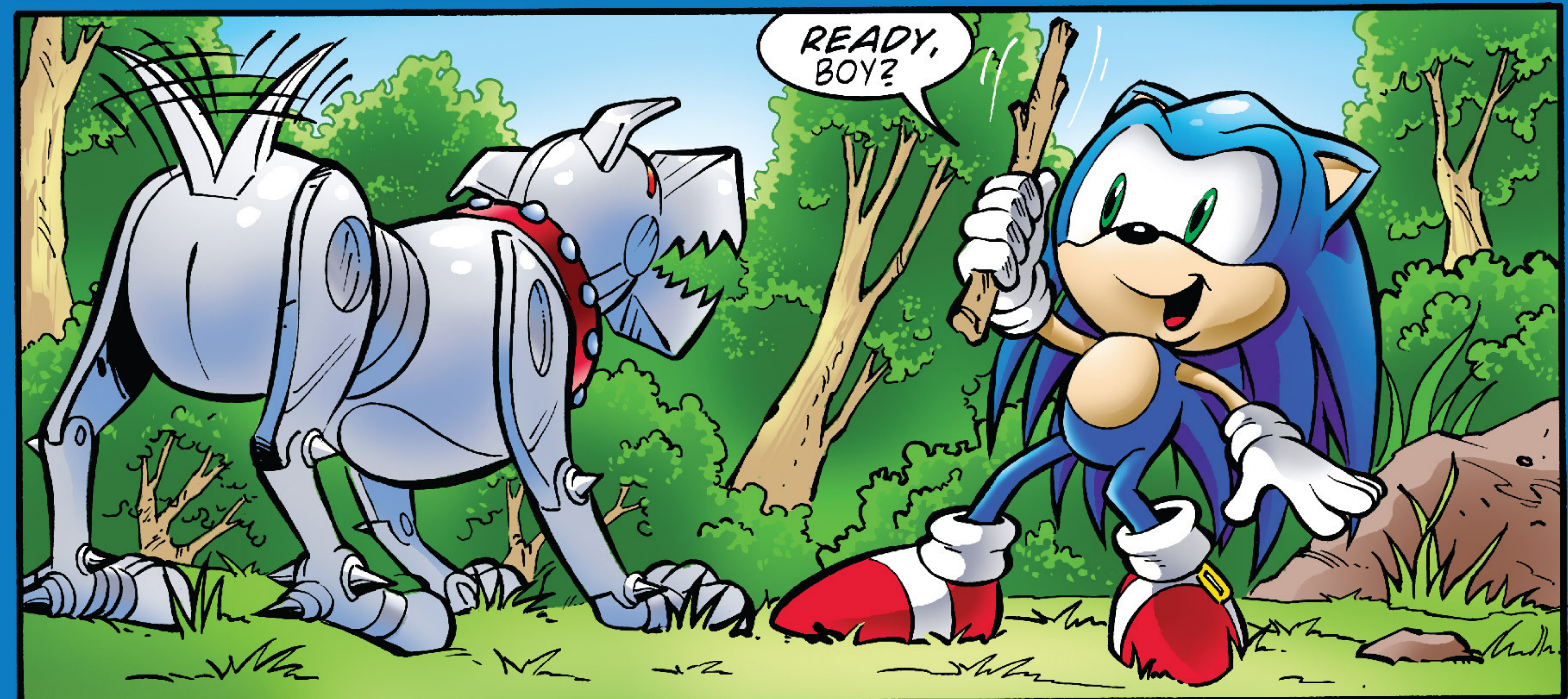
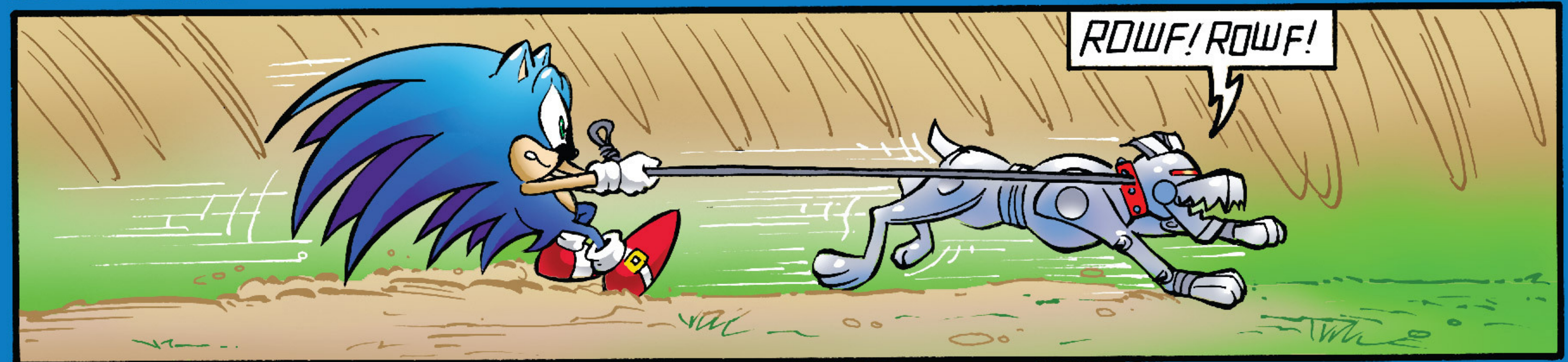
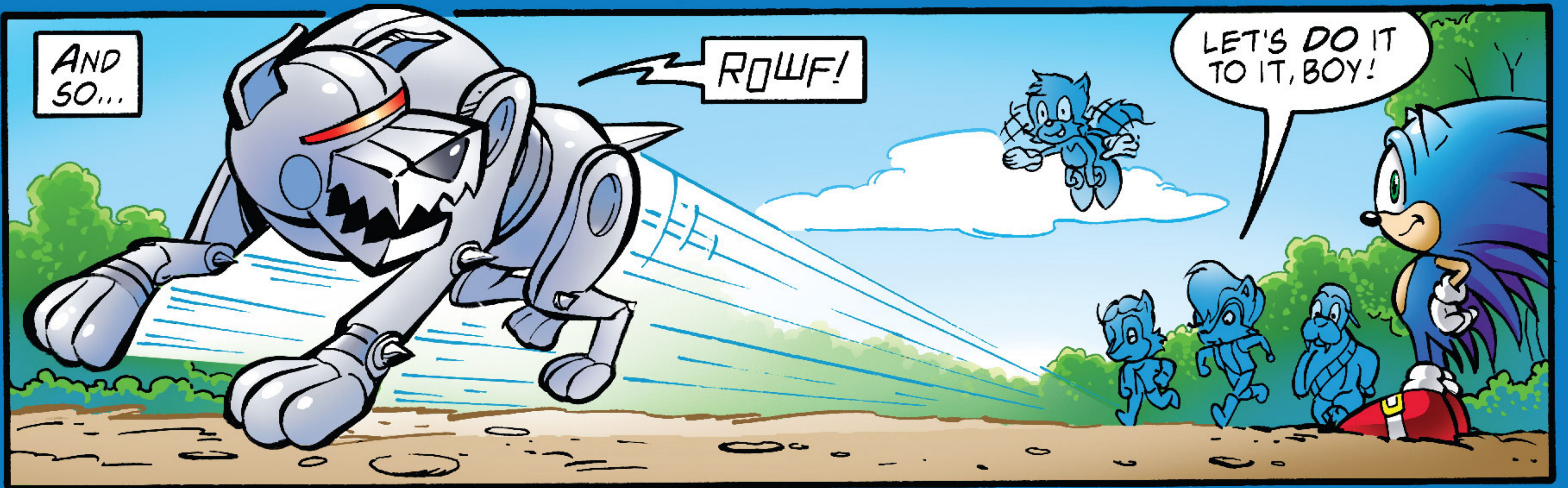


THAT GENIE YOU  
FREED HAS **STRIPPED** YOU  
OF YOUR **SUPER-SPEED**...

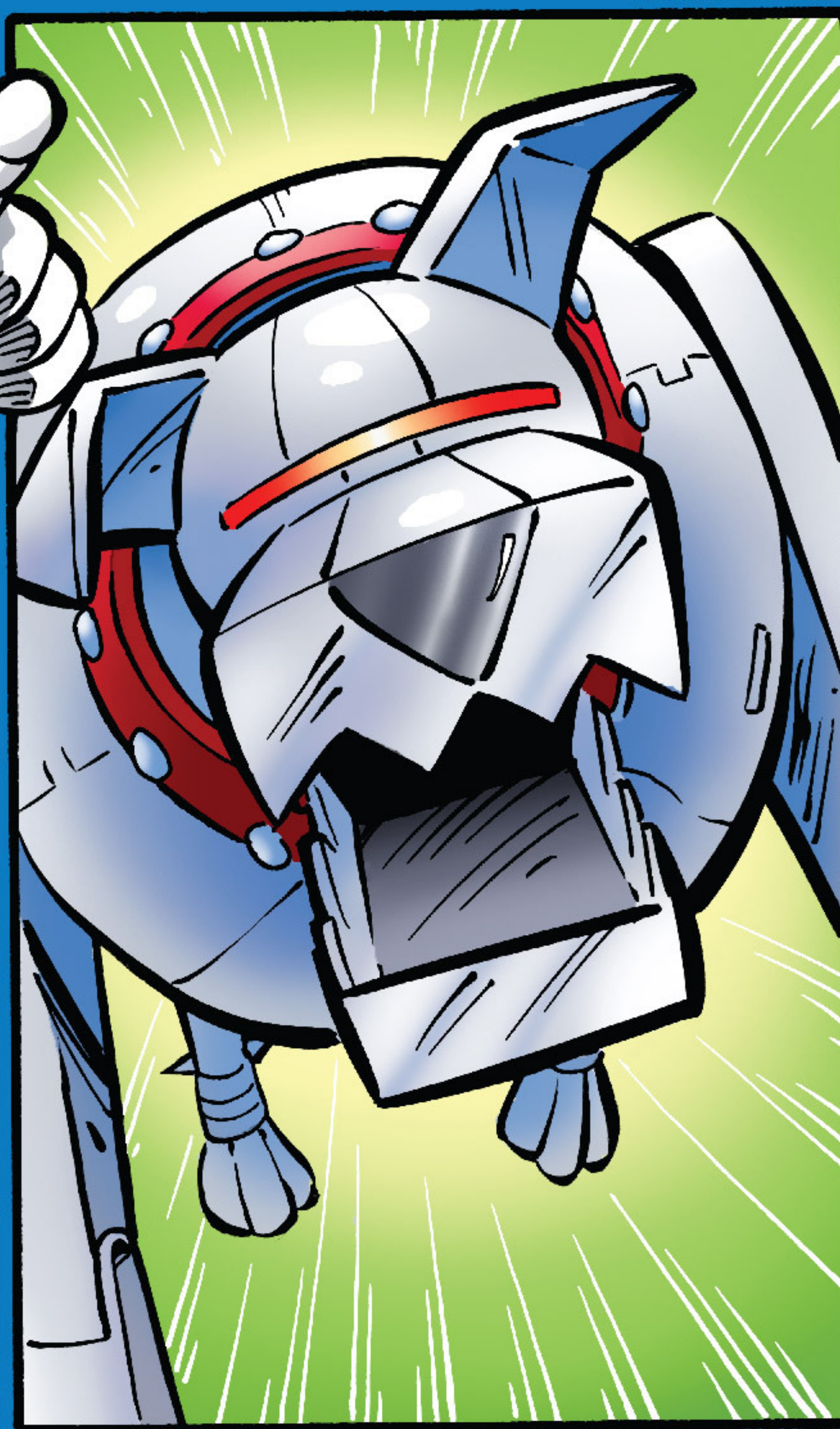
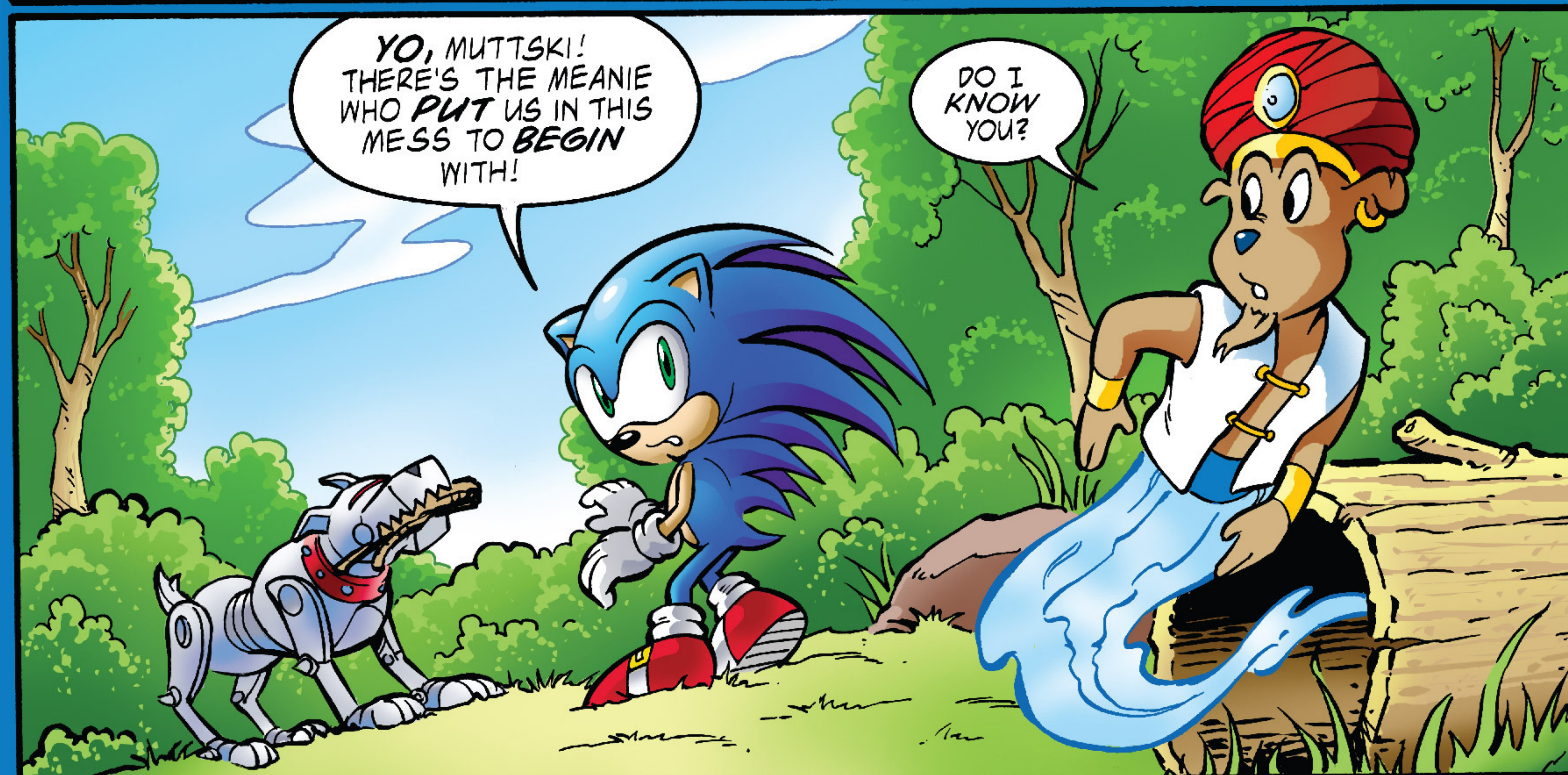
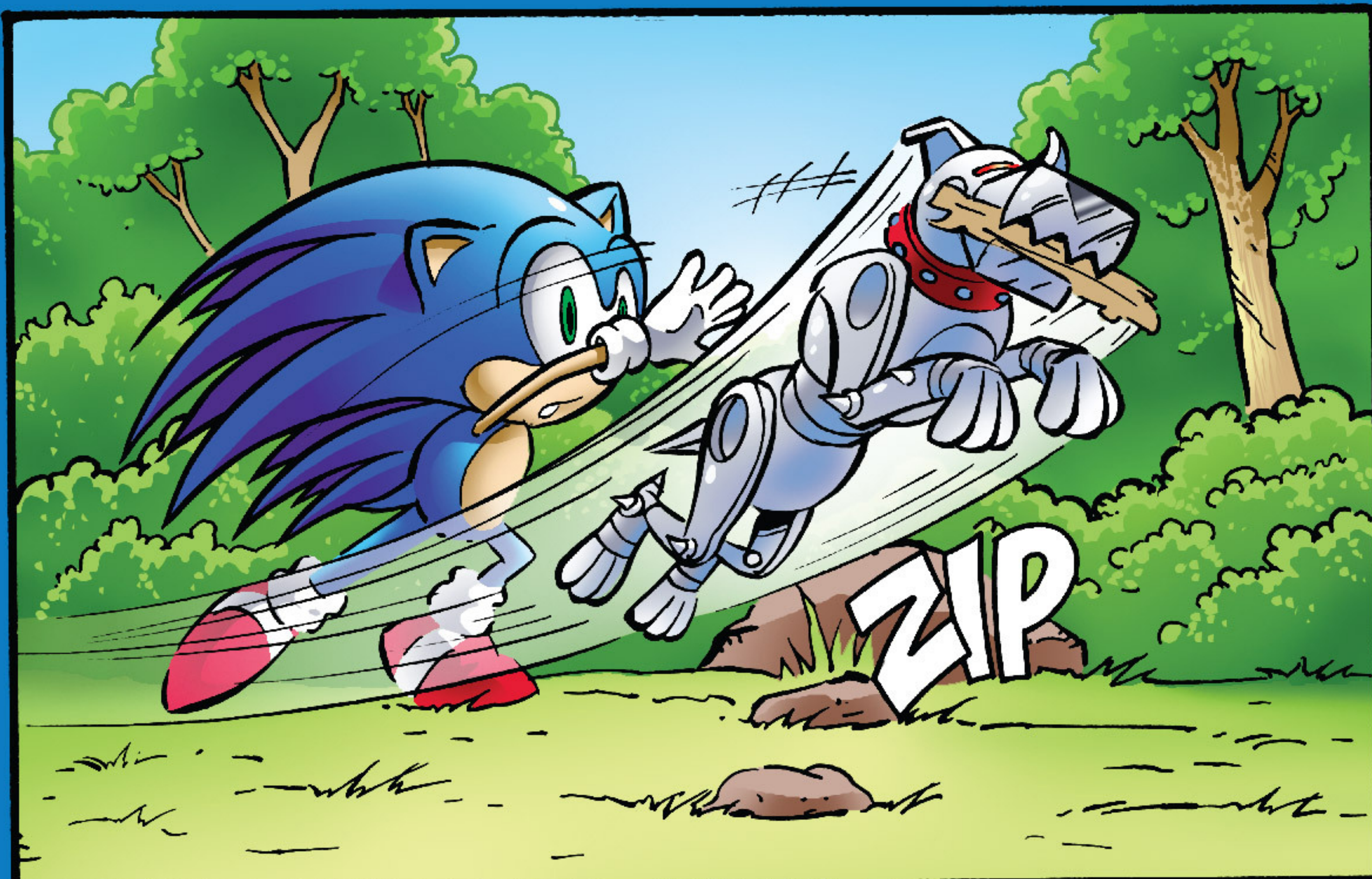
...AND  
**GIVEN** IT TO  
YOUR PET  
**DOG!**





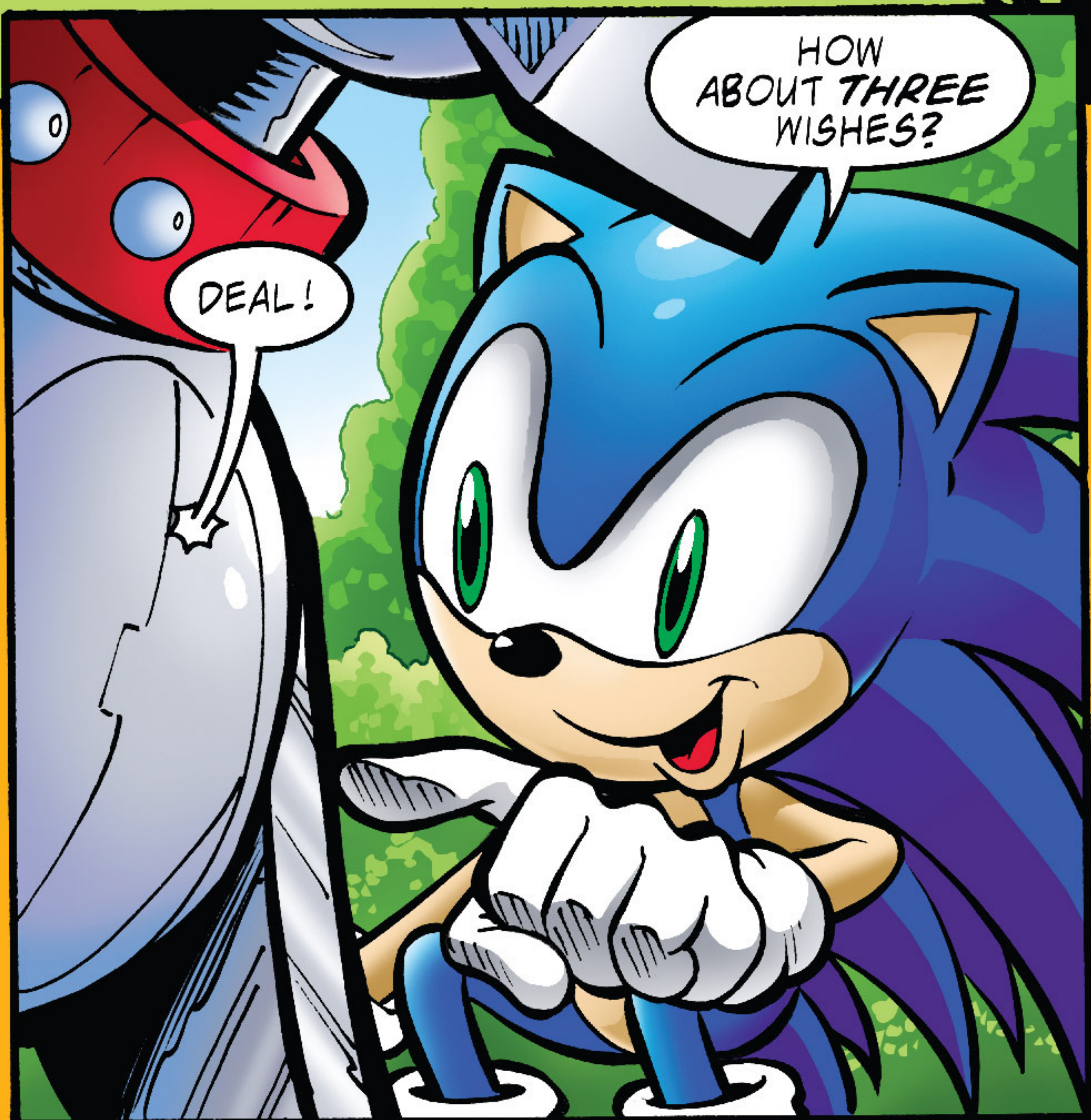




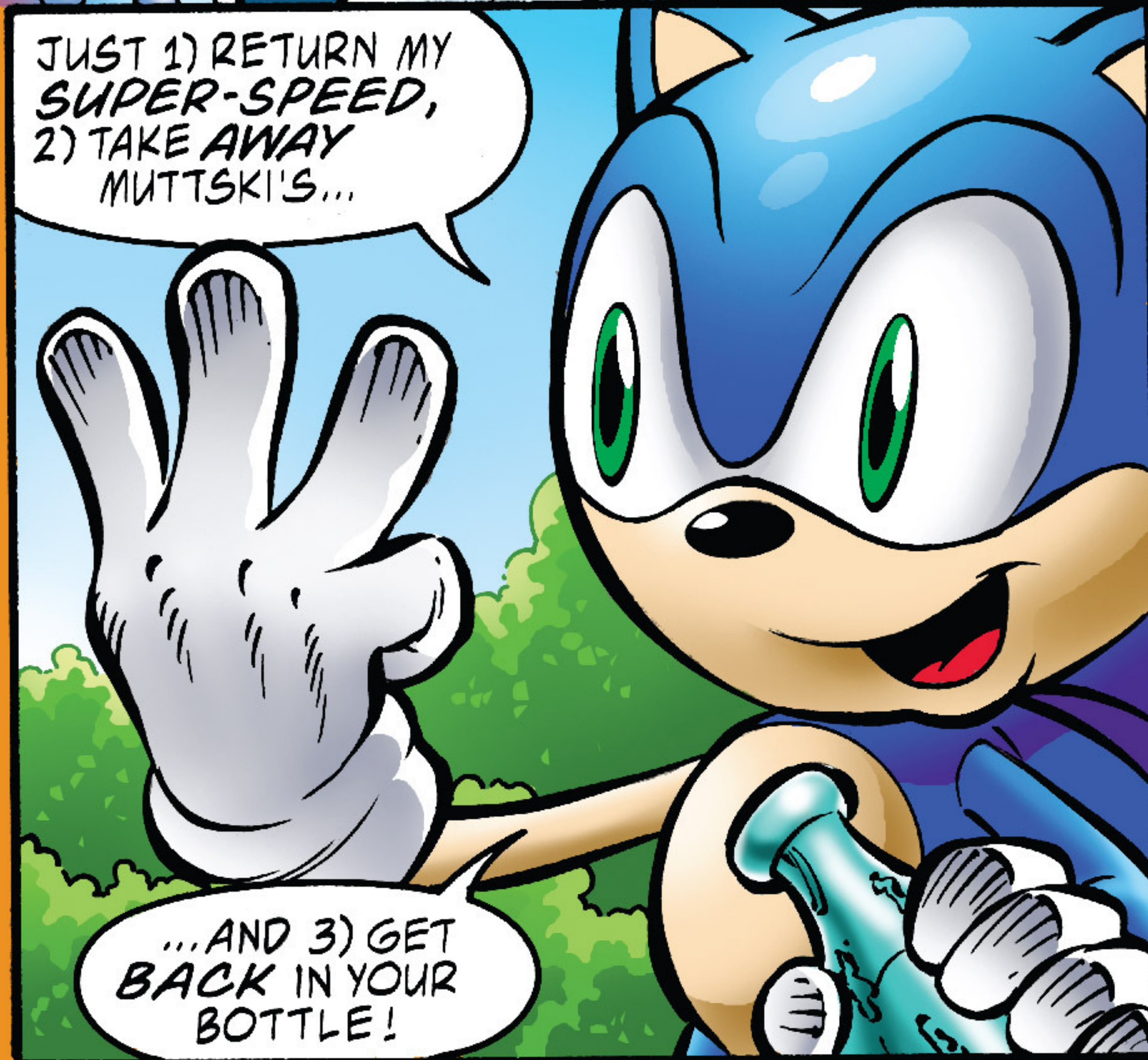




# MEANIE IN A BOTTLE CONCLUSION







THE END



# the Spaz Sketchbook



Hey Sonic Fans, Spaz here. Justin asked me if I could share with you a little of what goes on behind the scenes here at Archie regarding Sonic design work. In the next couple of pages, I'll be showing you some of the character sketches, unused artwork and concept art that never made it to print. So, check it out and enjoy.

Thanks—Spaz

Originally a cover blurb, this circle shot was cut from the upcoming cover of Sonic 116 due to space constraints

Here are some of the initial design drafts of what would eventually become Mecha-Knuckles in MM Super Special

In this initial design, the character Rob-O-The-Hedge was wearing a bandana and only had two spines

The first cover layout for Sonic 113 had the wolfpack & Sonic in their latest forms rather than their original designs

These mechanical glove and wrist designs were also part of the Mecha Knuckles design process

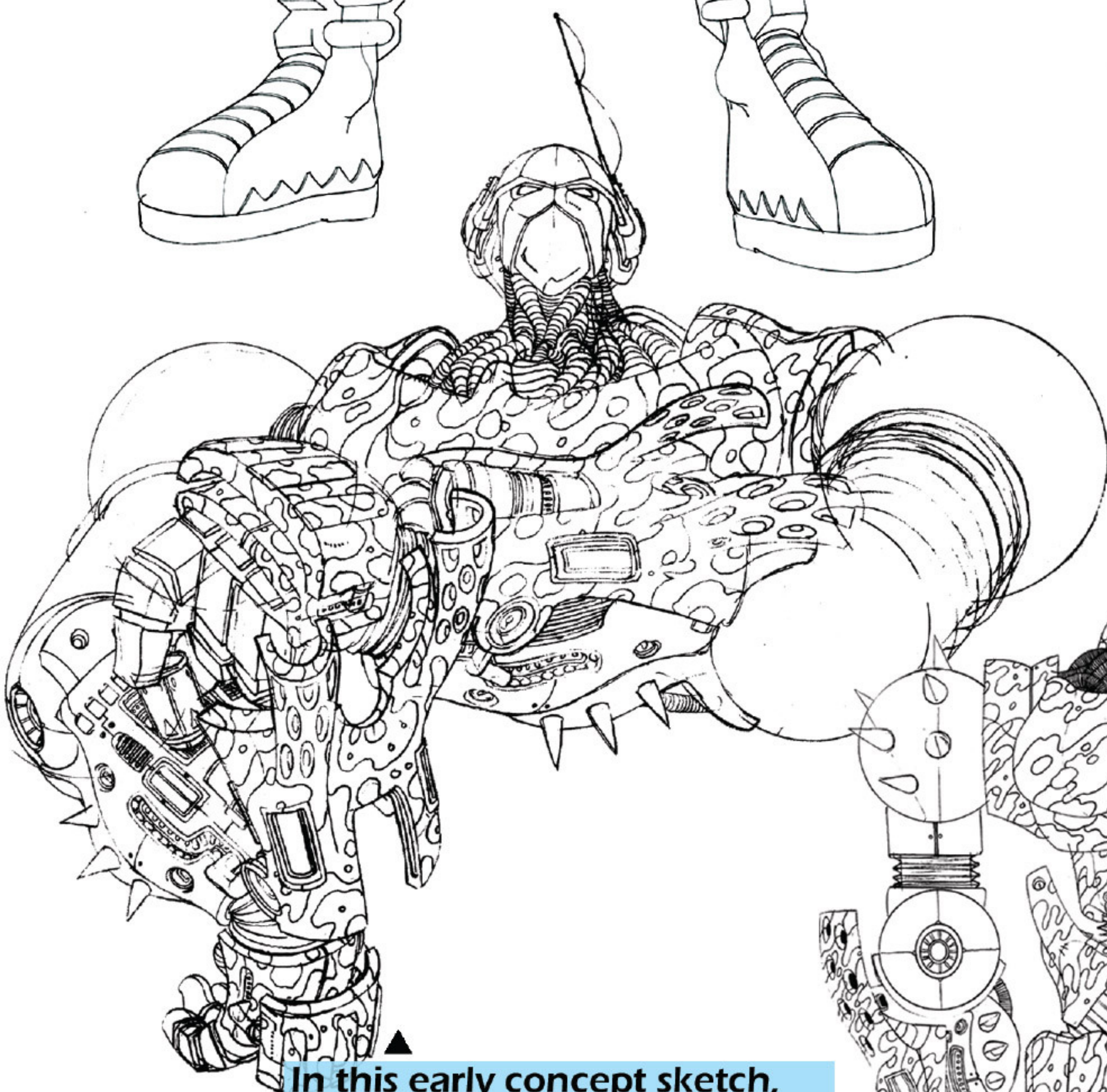
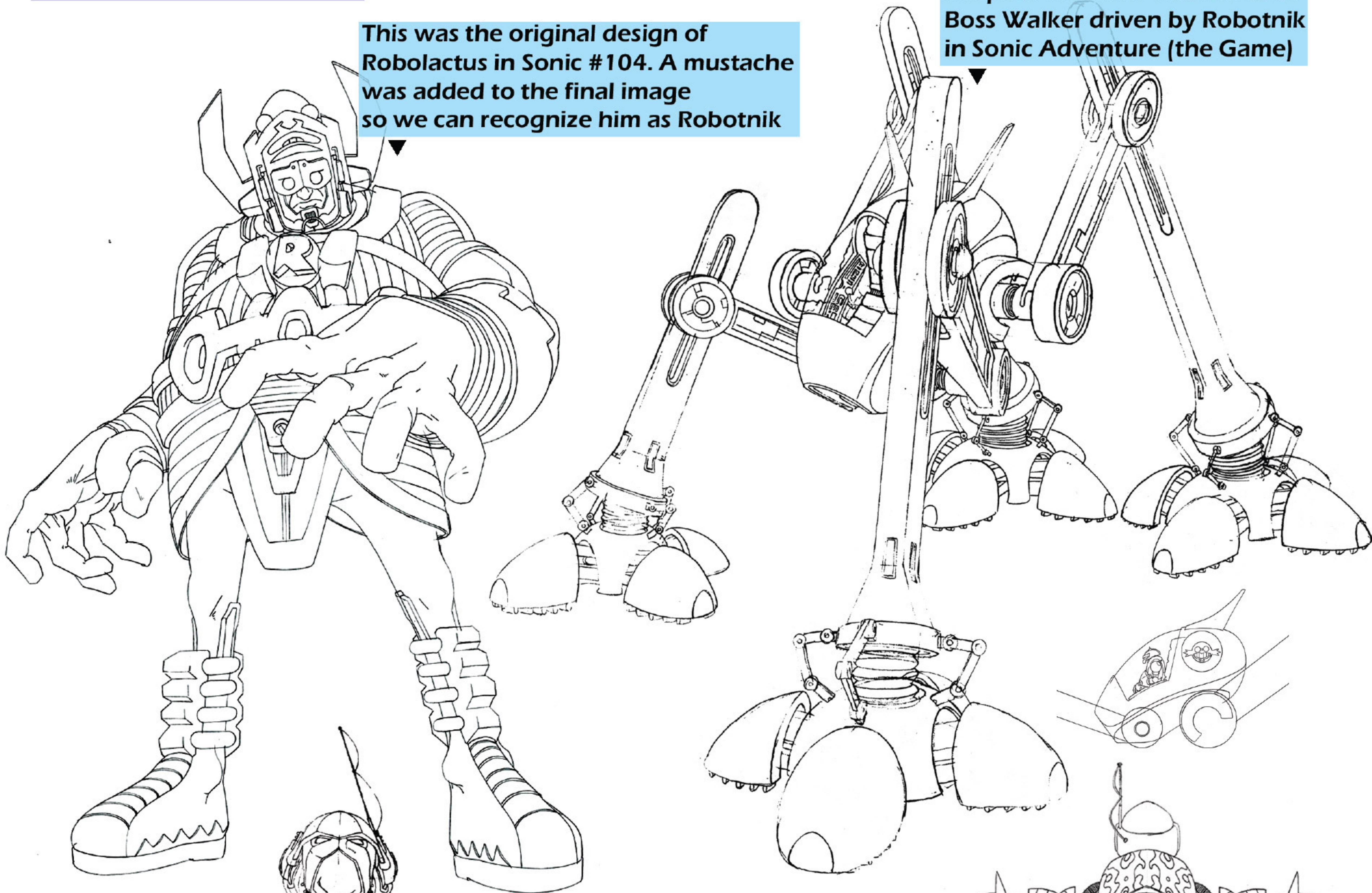


# the Spaz Sketchbook

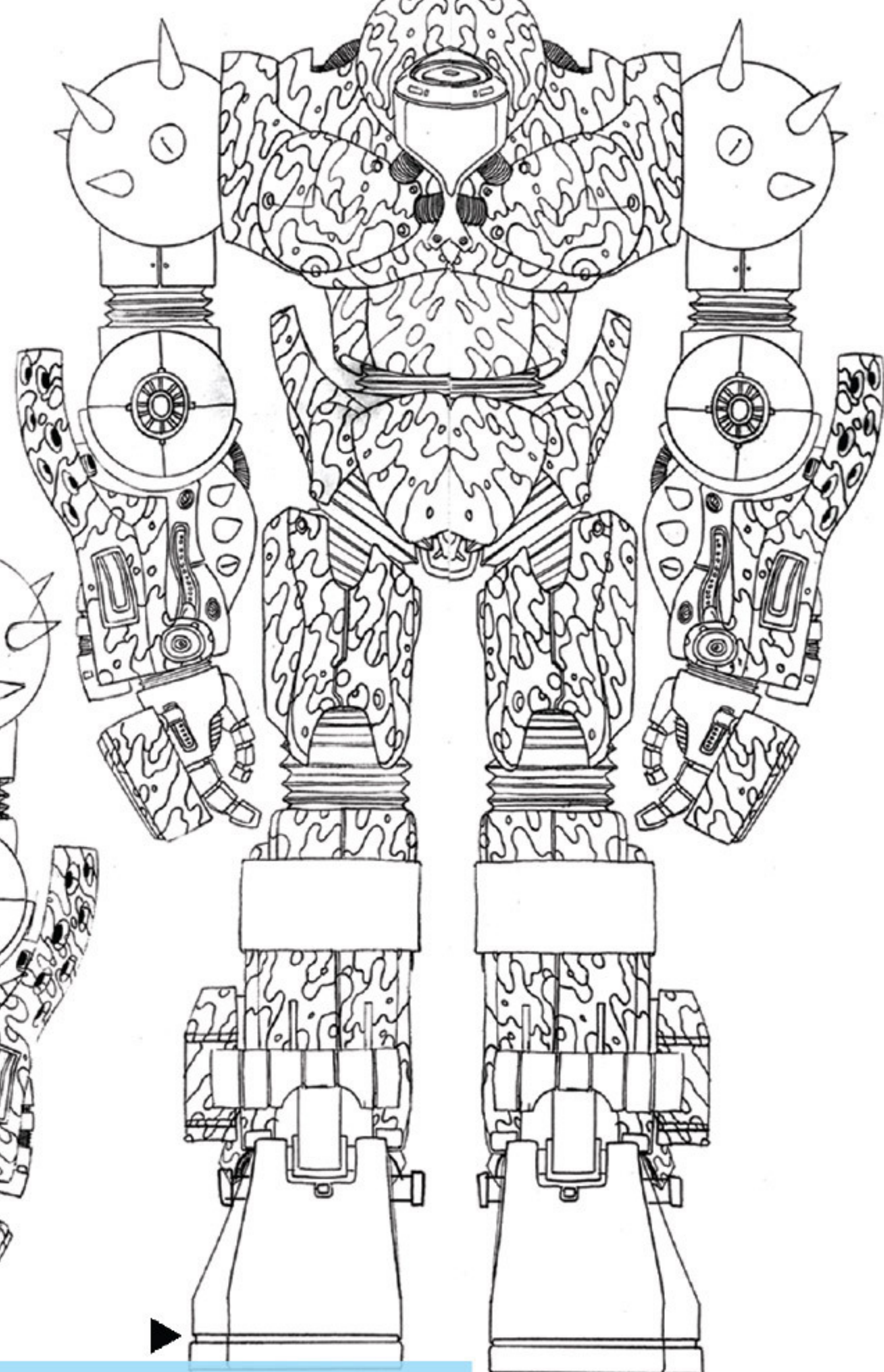
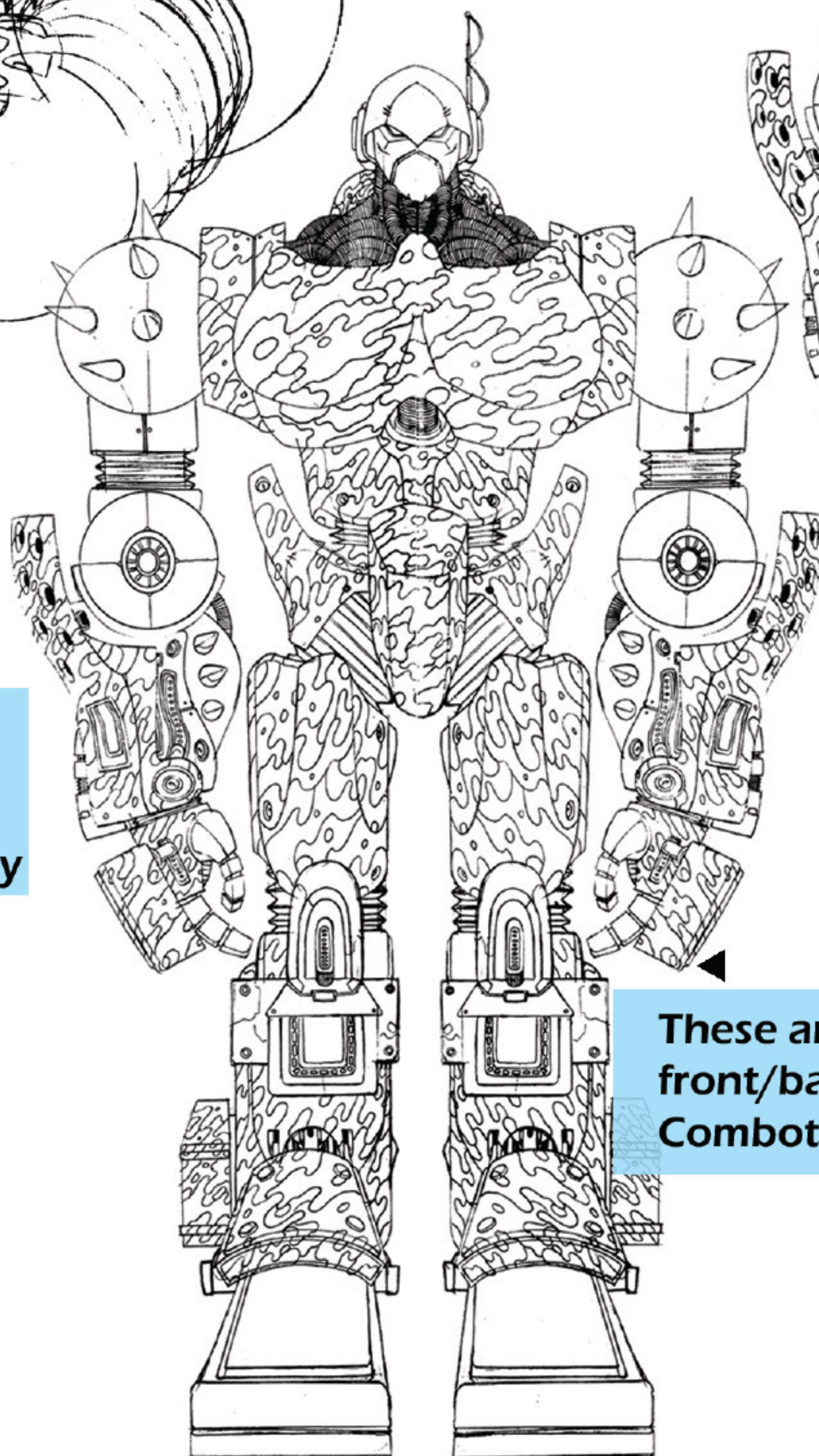


This was the original design of Robolactus in Sonic #104. A mustache was added to the final image so we can recognize him as Robotnik

The Egg Walker design was adapted from the 'Tails Senario' Boss Walker driven by Robotnik in Sonic Adventure (the Game)



In this early concept sketch, the Combot, 'type two,' had a wrist-mounted cannon, that could be loaded manually



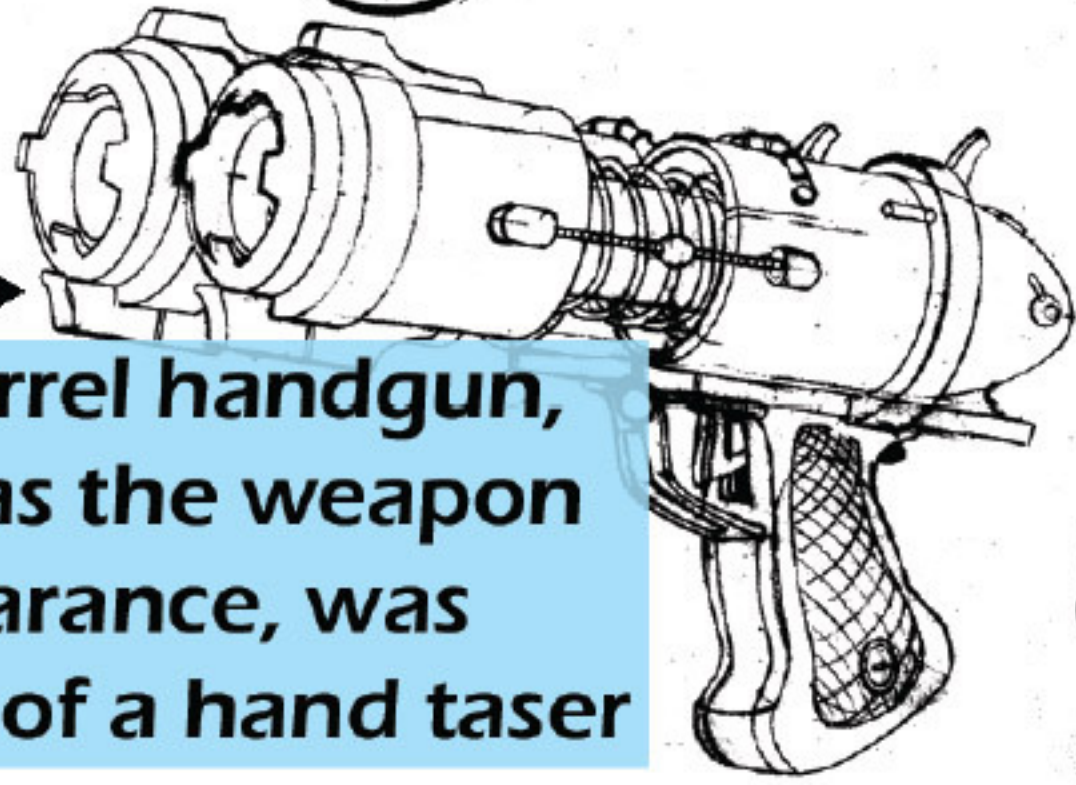
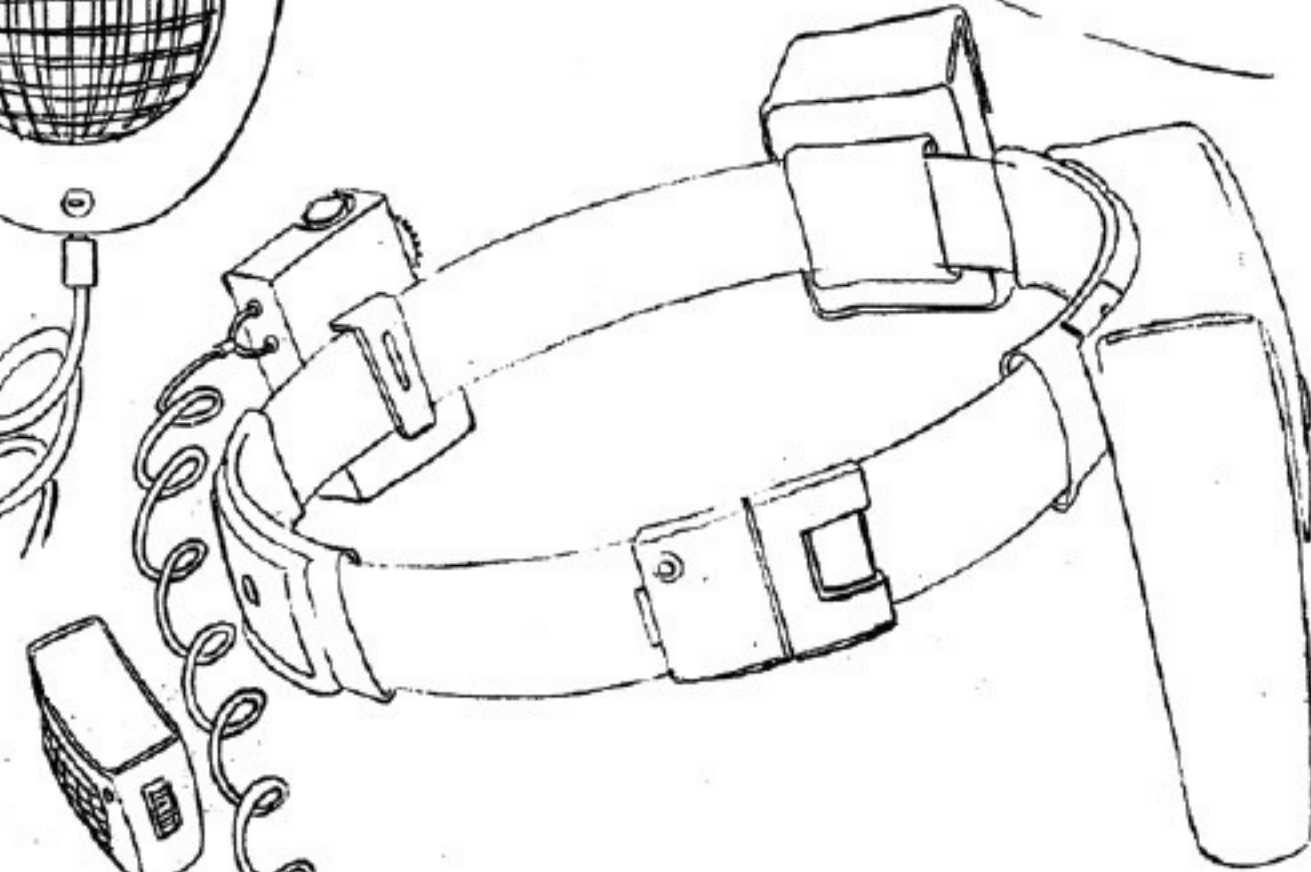
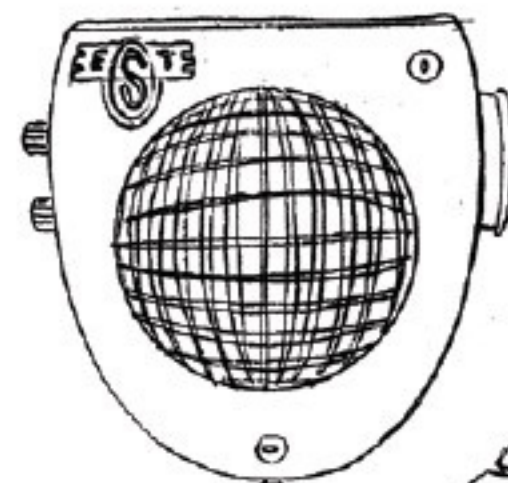
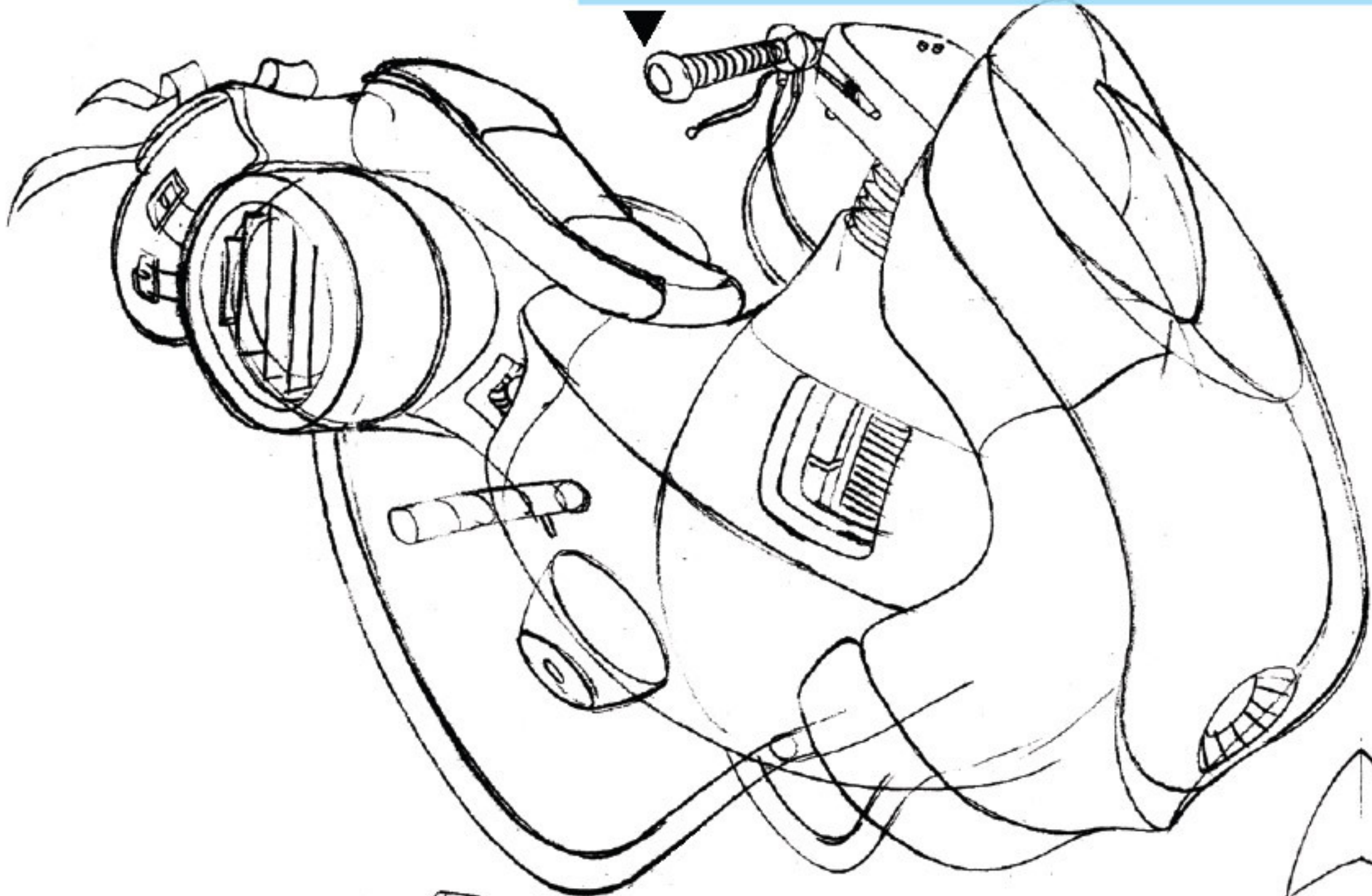
These are the finalized front/back shots of the Combot, 'type two'



# the Spaz Sketchbook

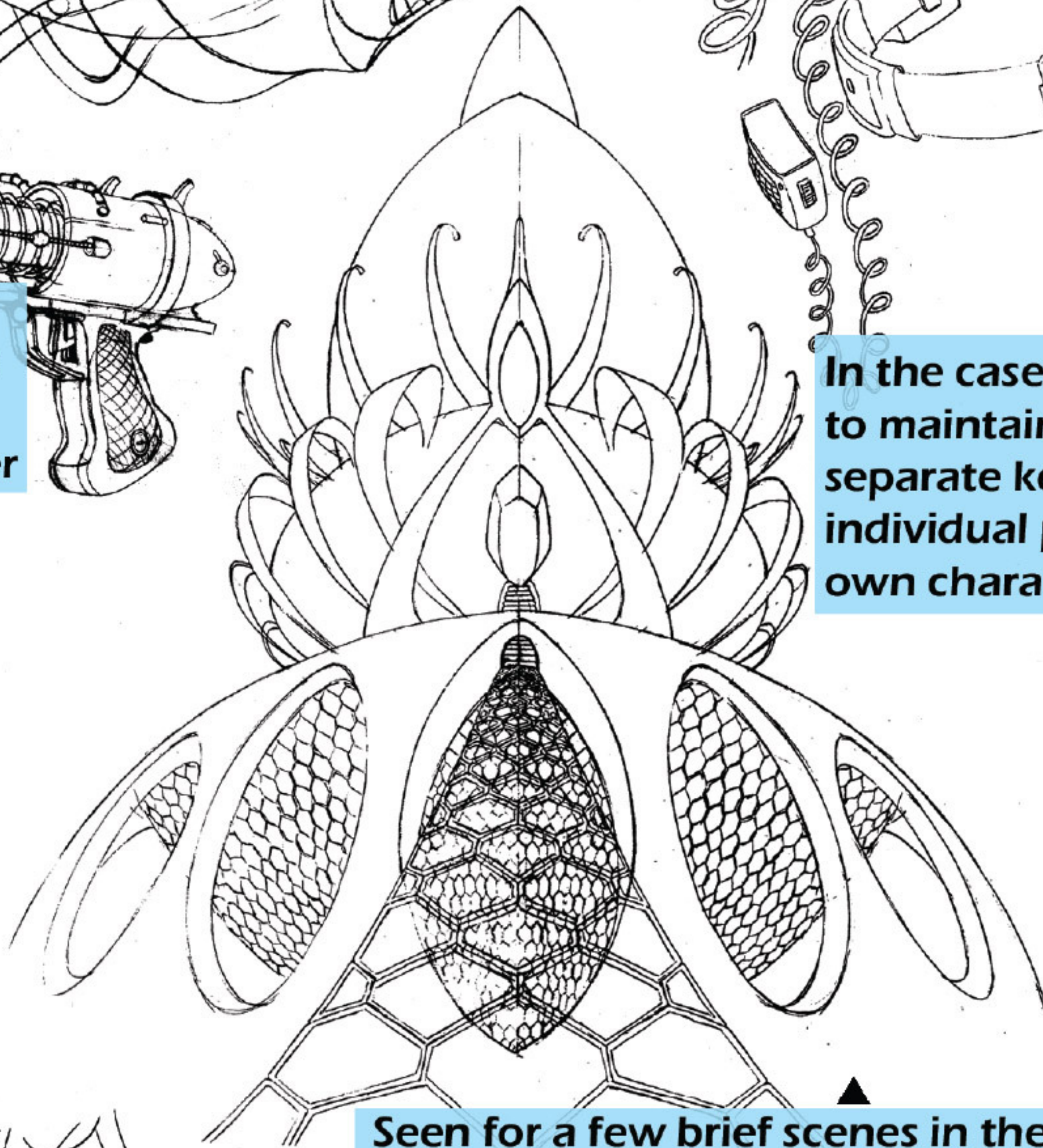


Julie Su's Sky Cycle, originally only appearing on some covers for an interesting visual, was later written into the stories as one of her numerous Techno-Gadgets

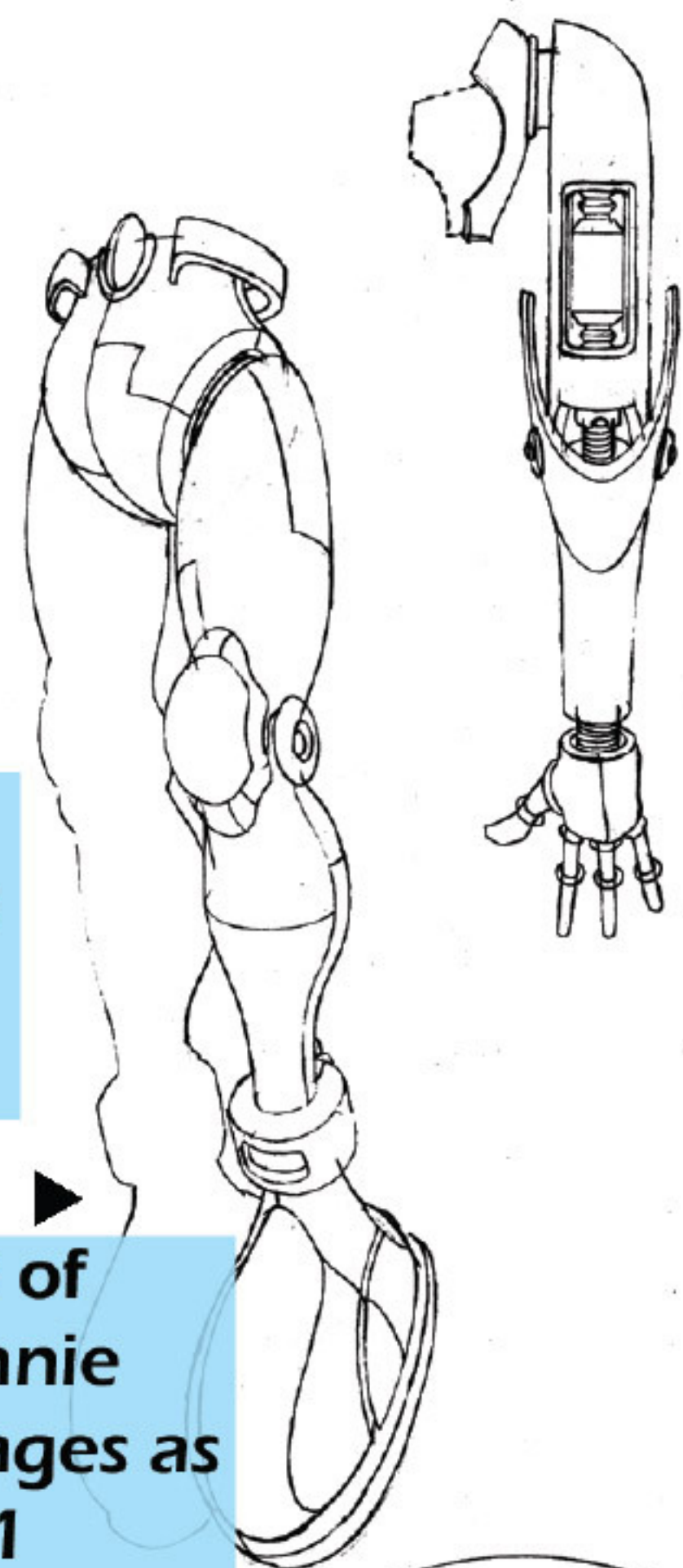


Julie Su's twin barrel handgun, originally slated as the weapon for her first appearance, was dropped in favor of a hand taser

In the case of the 'Echidna Security Team', to maintain a consistent uniform design, separate key elements are drawn, leaving the individual penciler freedom to create his/her own characters, while maintaining continuity

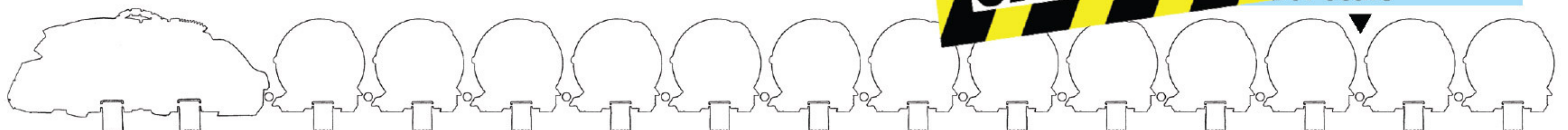
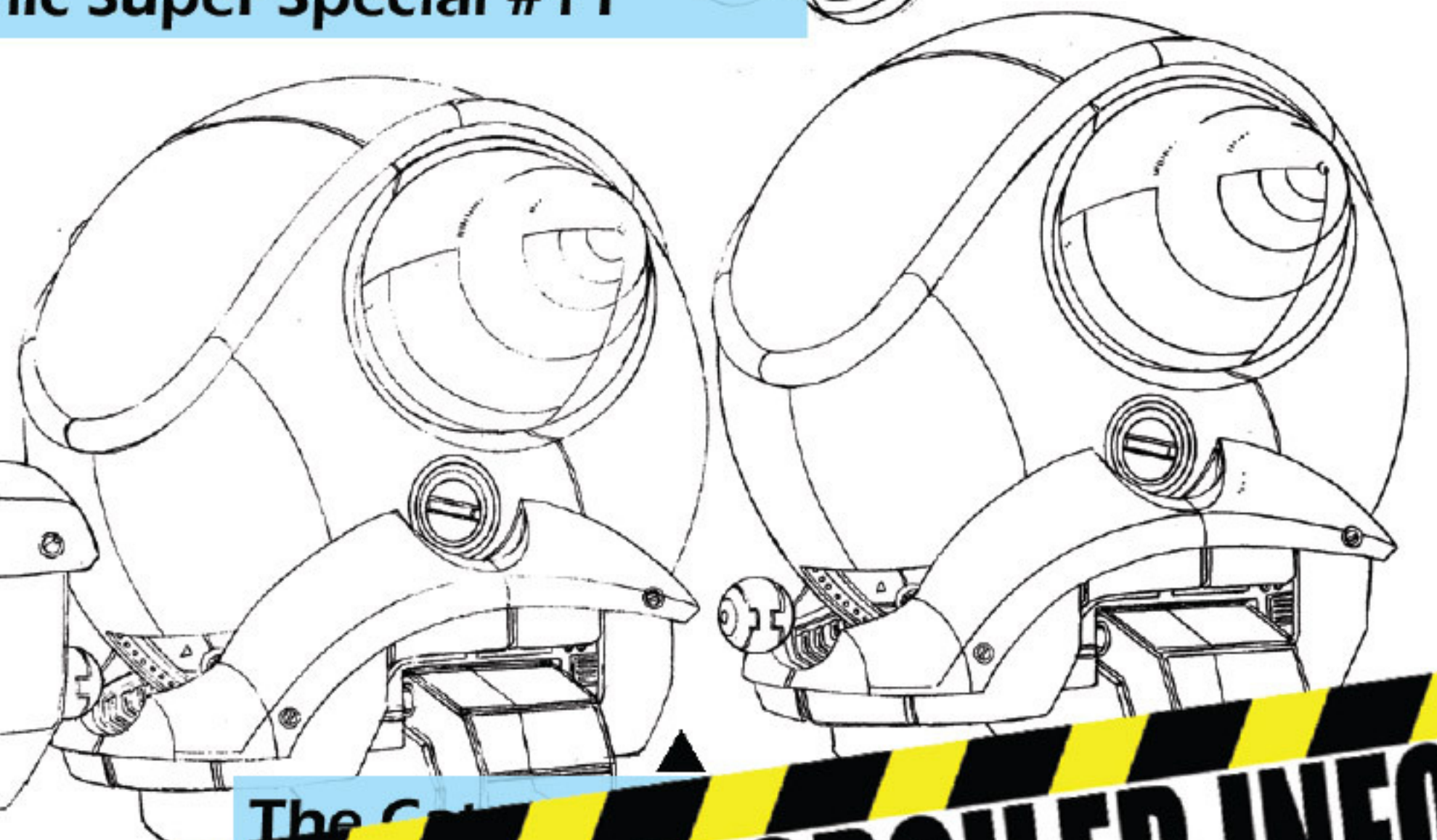
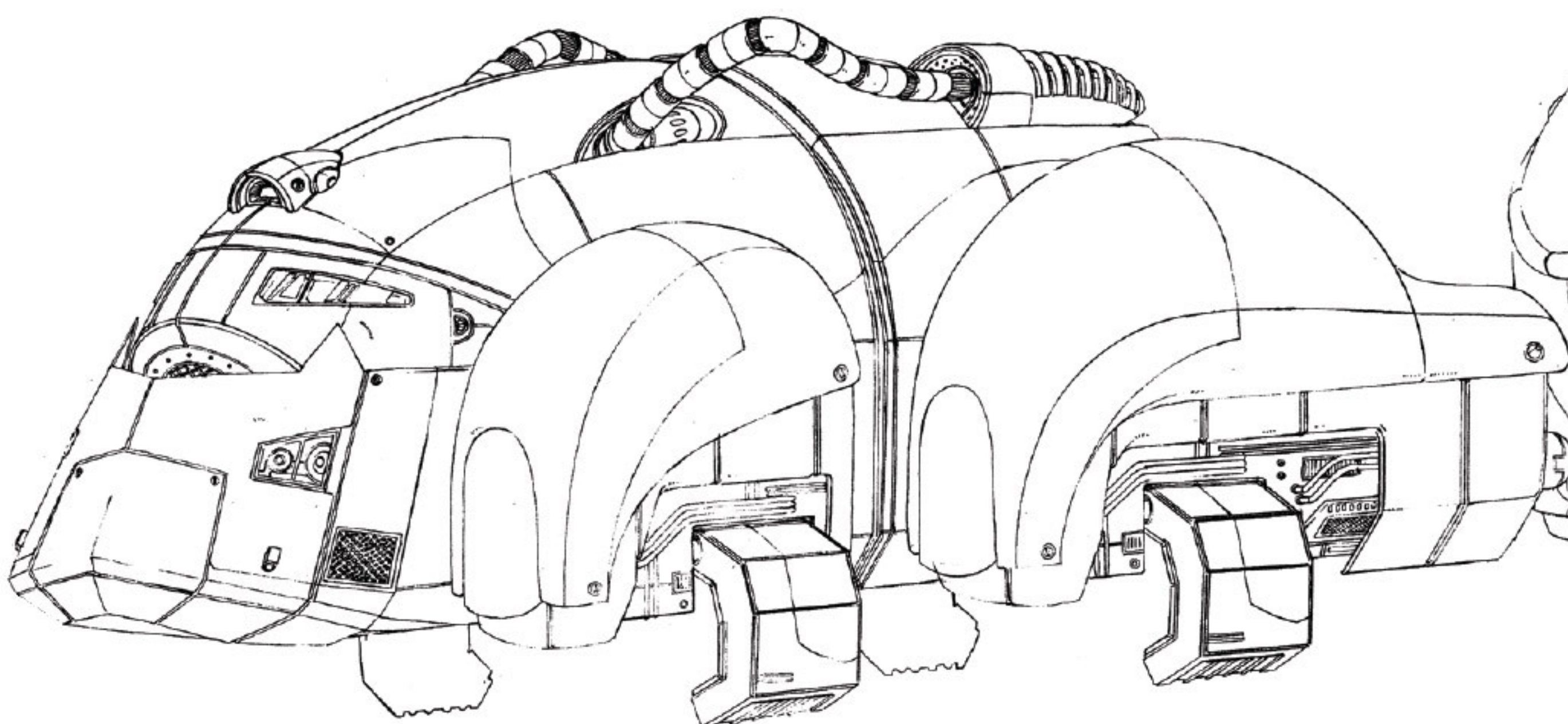


Seen for a few brief scenes in the Knuckles comic, Charmy Bee's home was centered around the idea of a beehive/medieval castle



Some of Julie's equipment had to be updated for her appearance in SSS #11 including a heads-up display for her bike and holster for her gun

Here are the finalized versions of what would eventually be Bunnie Rabbot's new robotic appendages as seen in Sonic Super Special #11





# the Spaz Sketchbook

Originally slated for a future Special, and seen briefly in another book, Knuckles, Twenty years later, sports some strange gear and a metallic Eyepiece

As the birth mother of the evil Kragok & Kommissar, Merin-Da was given a more 'Hard-Edged' design

In the SSS#11 story 'Shadows', Luger (father to both Julie Su and the evil twins Kragok & Kommissar), had to have a menacing yet gentle look

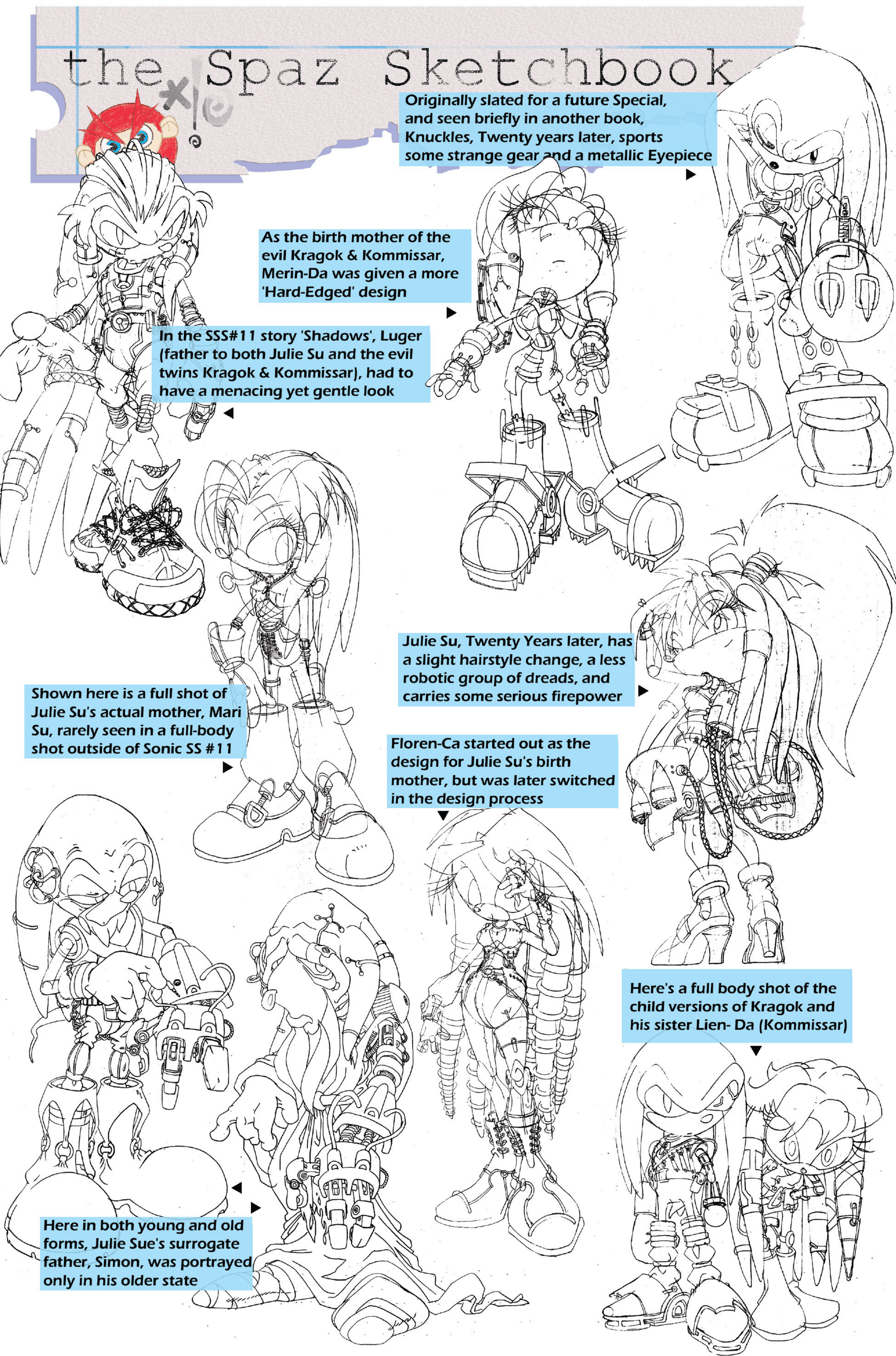
Shown here is a full shot of Julie Su's actual mother, Mari Su, rarely seen in a full-body shot outside of Sonic SS #11

Julie Su, Twenty Years later, has a slight hairstyle change, a less robotic group of dreads, and carries some serious firepower

Floren-Ca started out as the design for Julie Su's birth mother, but was later switched in the design process

Here's a full body shot of the child versions of Kragok and his sister Lien- Da (Kommissar)

Here in both young and old forms, Julie Sue's surrogate father, Simon, was portrayed only in his older state

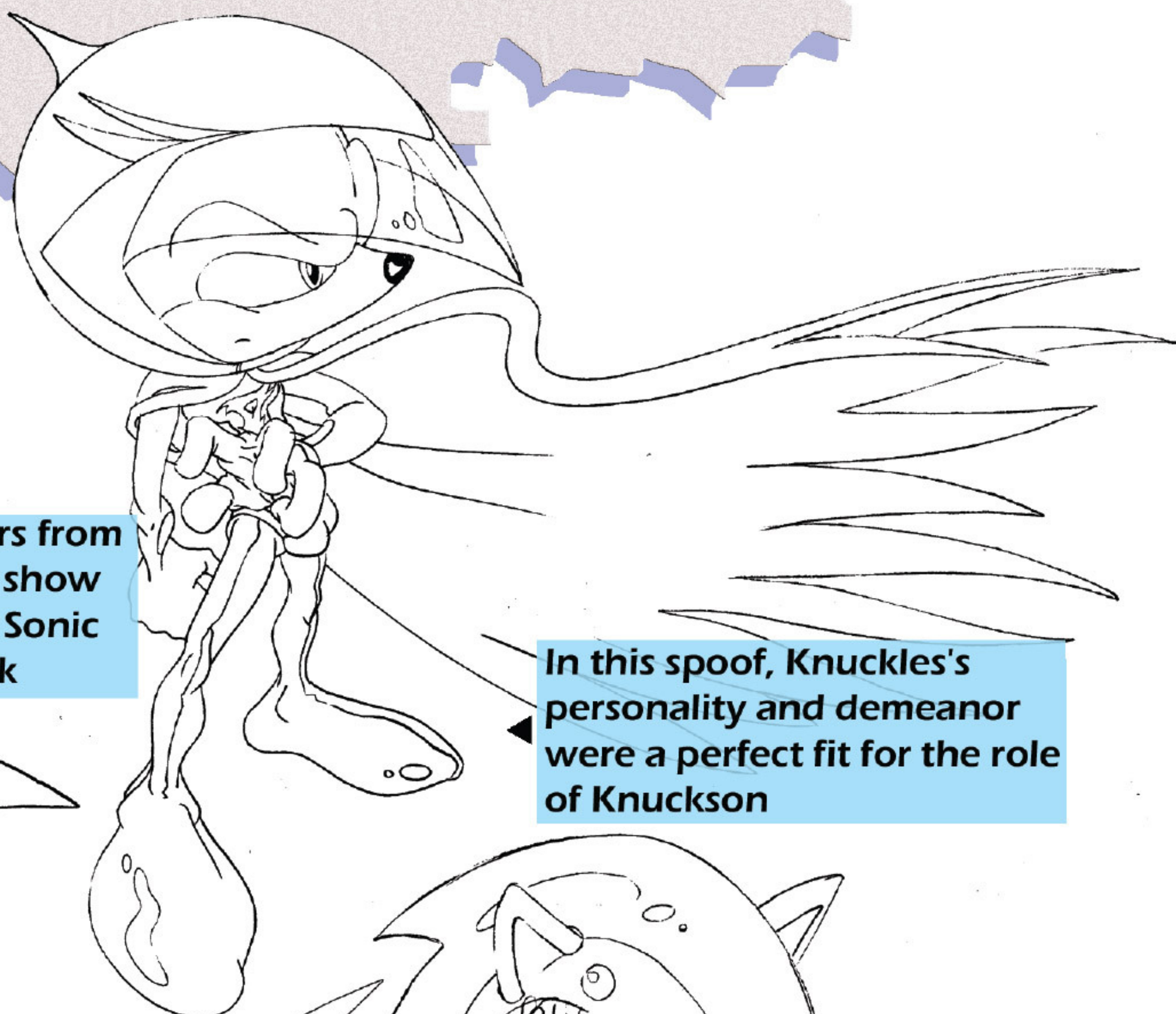




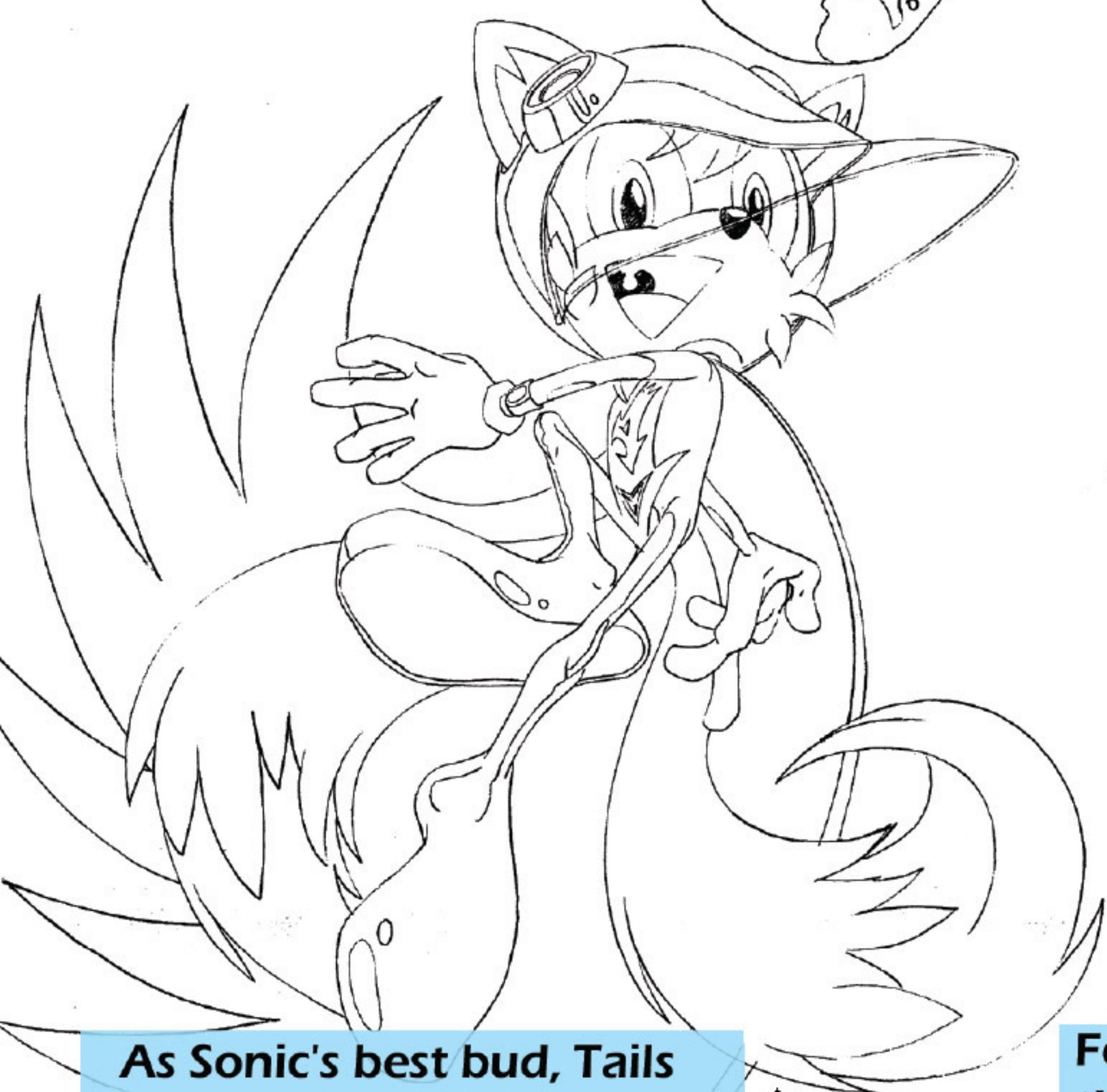
# the Spaz Sketchbook



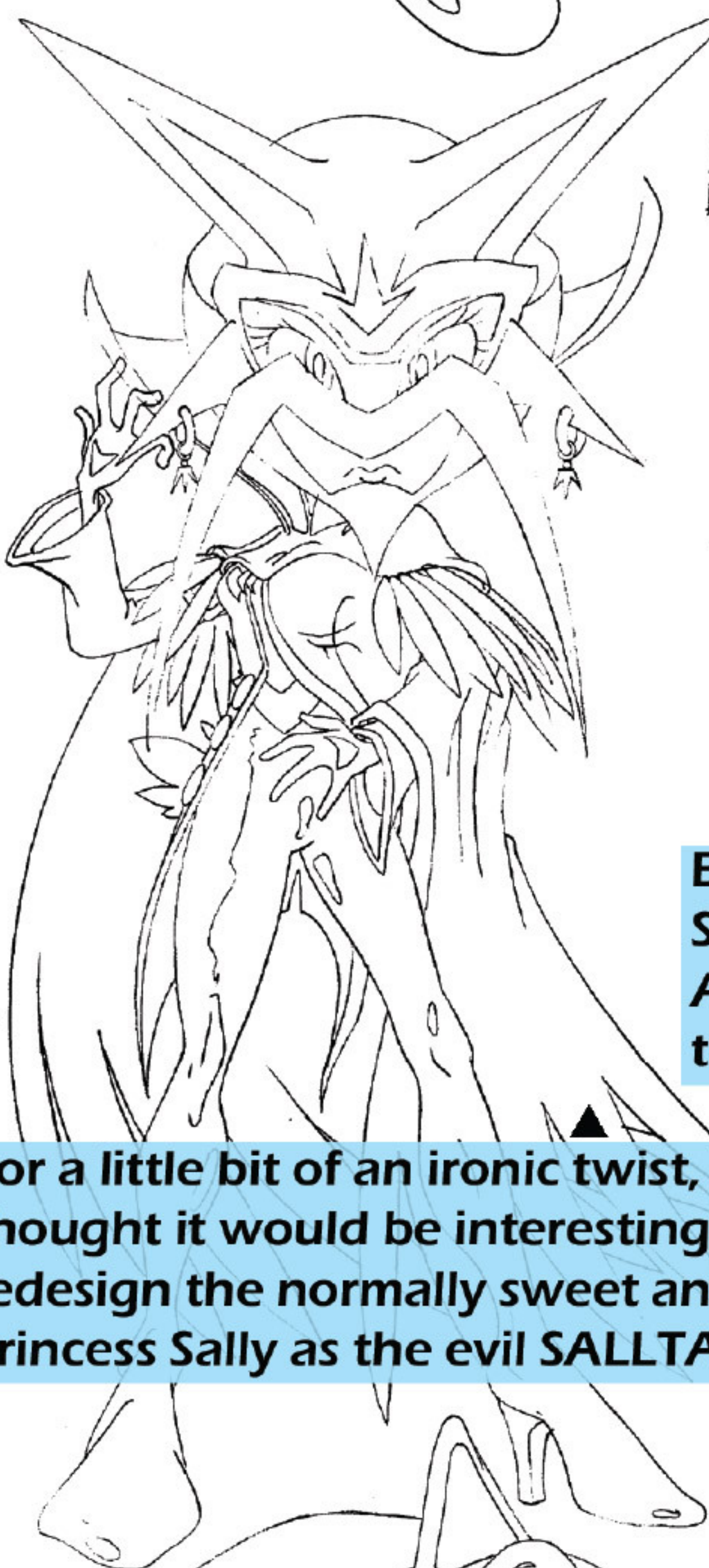
Based on the characters from the popular Anime TV show "Battle of the Planets", Sonic plays the role of Sonark



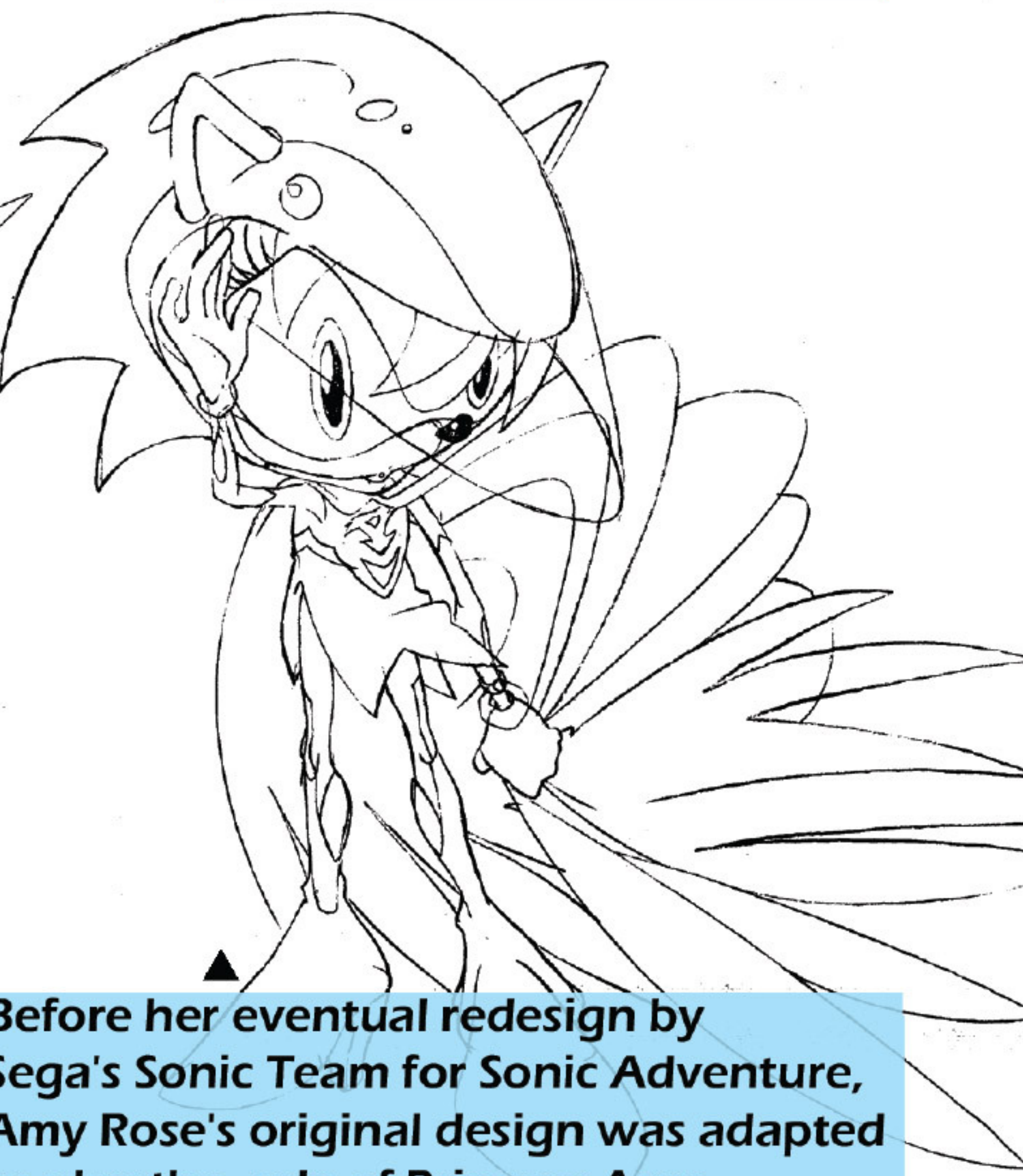
In this spoof, Knuckles's personality and demeanor were a perfect fit for the role of Knuckson



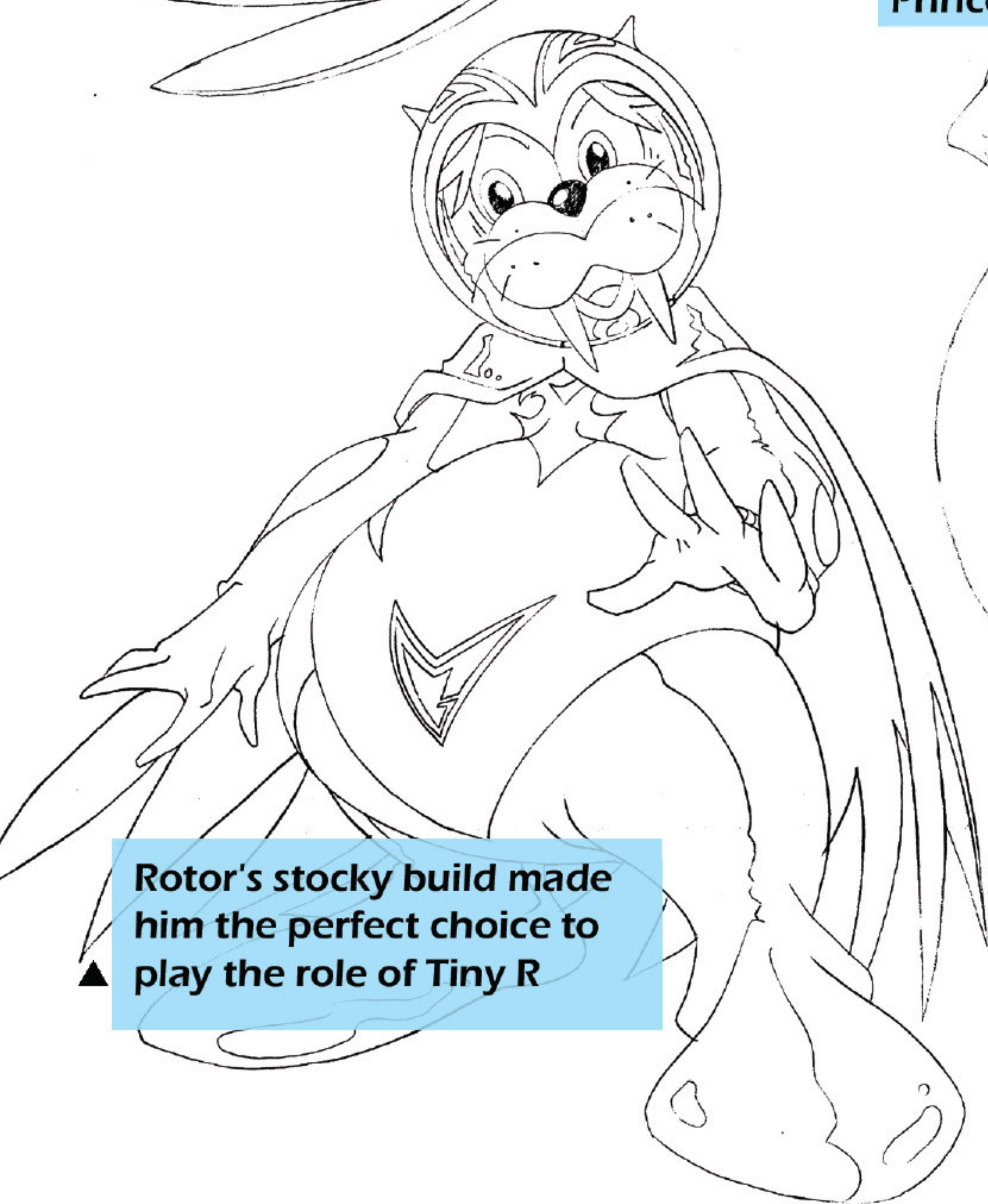
As Sonic's best bud, Tails fit in nicely as Tailsop



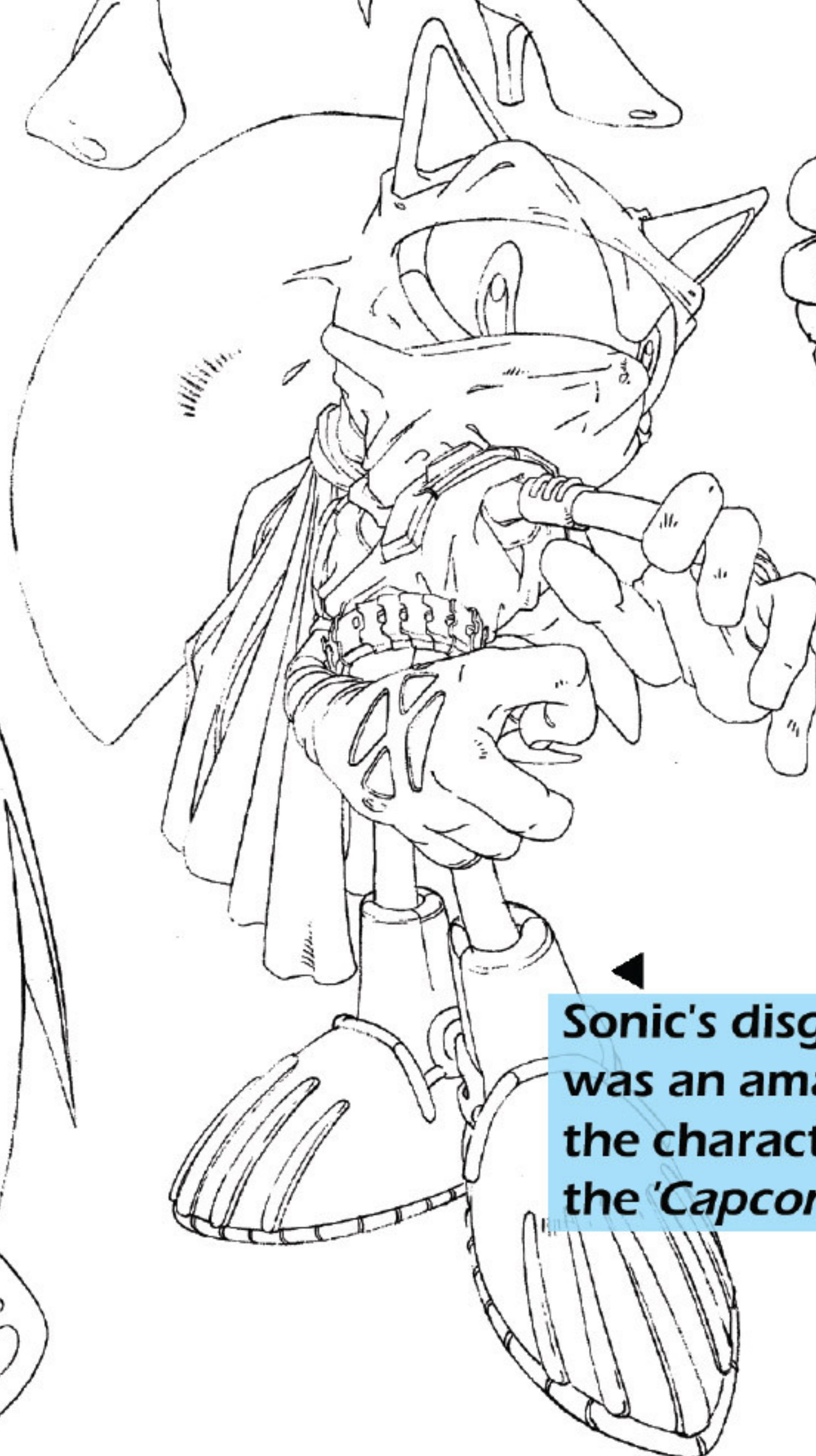
For a little bit of an ironic twist, Justin thought it would be interesting to redesign the normally sweet and valiant Princess Sally as the evil SALLTAR



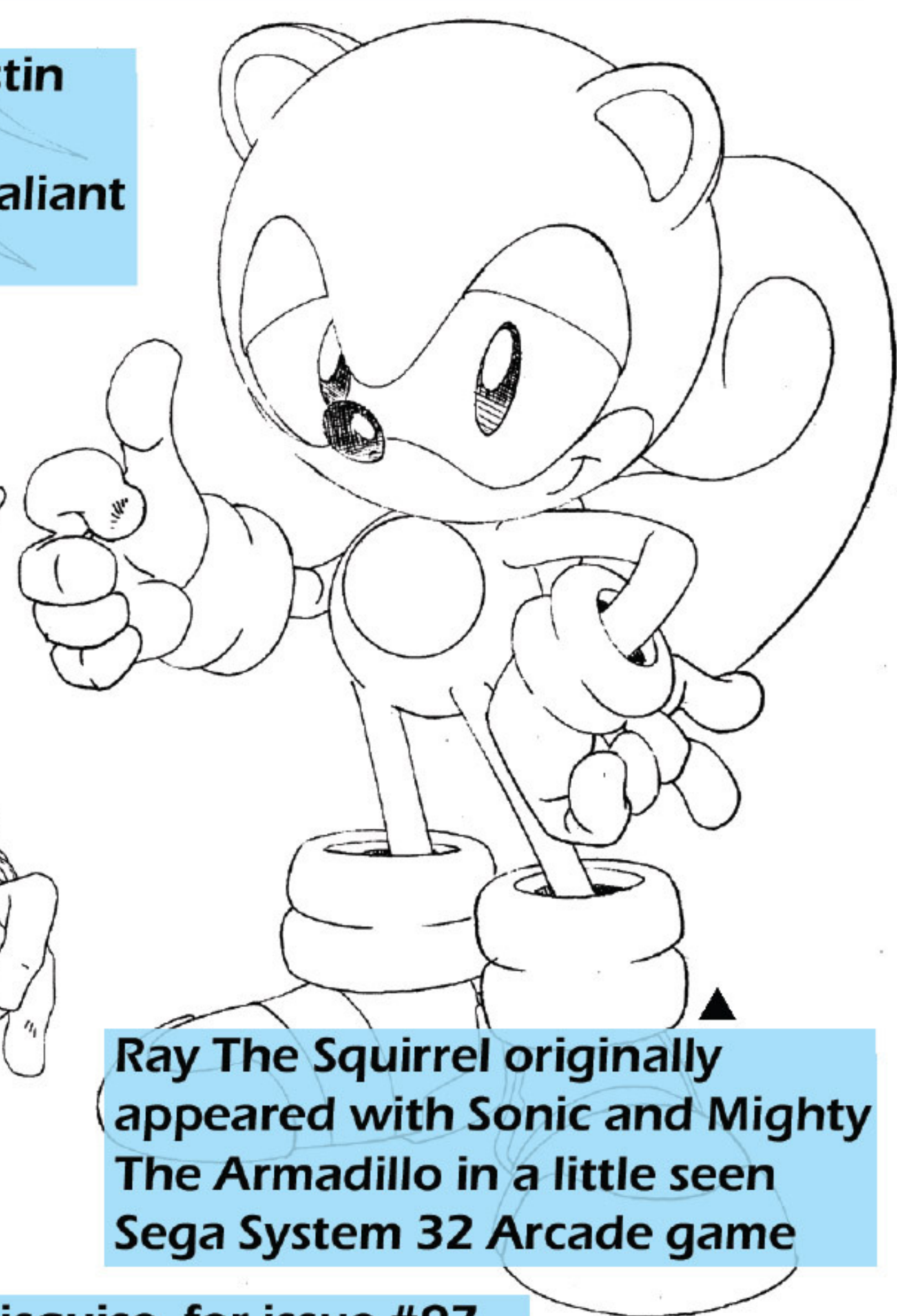
Before her eventual redesign by Sega's Sonic Team for Sonic Adventure, Amy Rose's original design was adapted to play the role of Princess Amy



Rotor's stocky build made him the perfect choice to play the role of Tiny R



Sonic's disguise, for issue #97 was an amalgam of a ninja and the character 'Strider', from the 'Capcom arcade game'



Ray The Squirrel originally appeared with Sonic and Mighty The Armadillo in a little seen Sega System 32 Arcade game



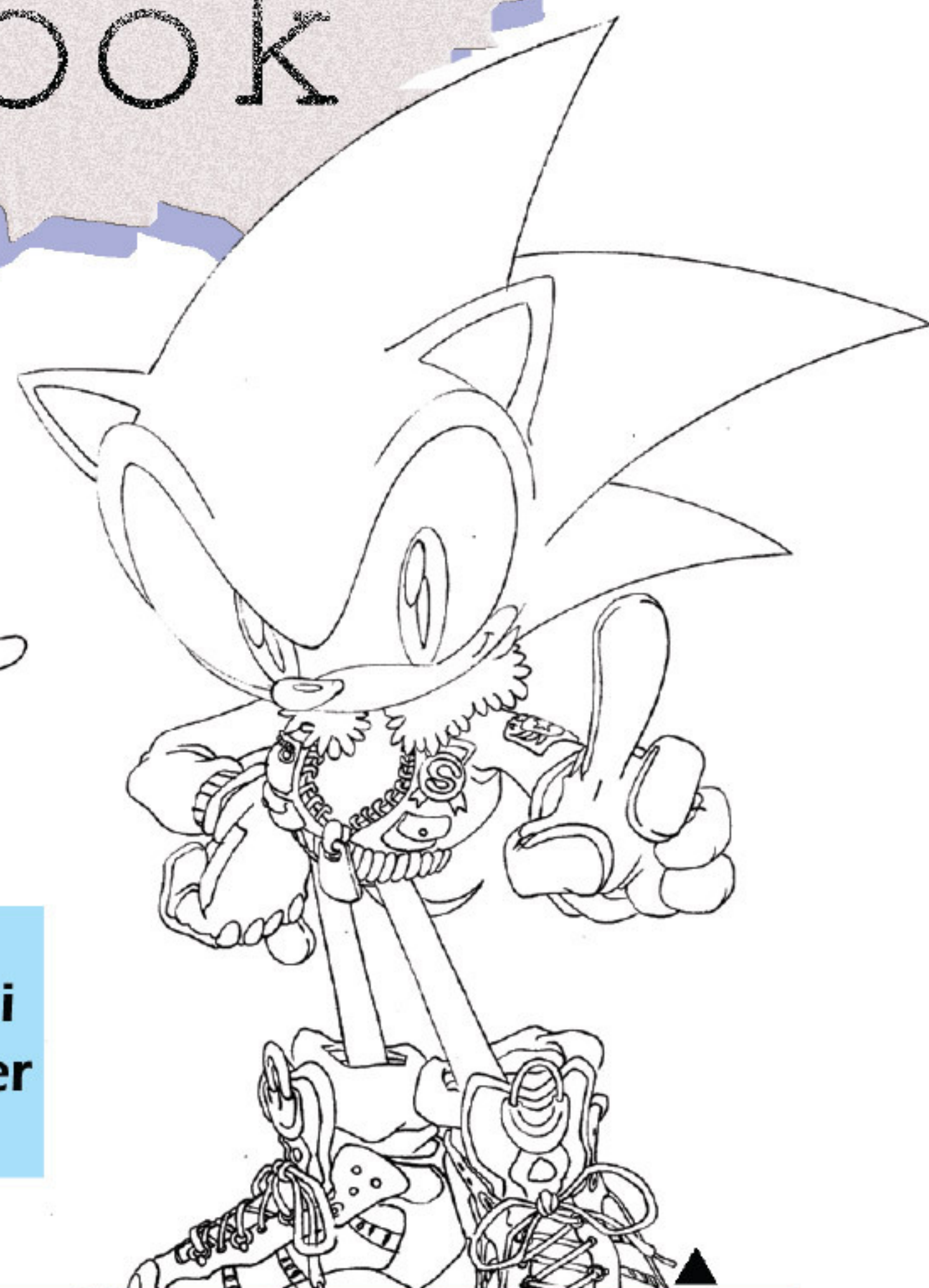
# the Spaz Sketchbook



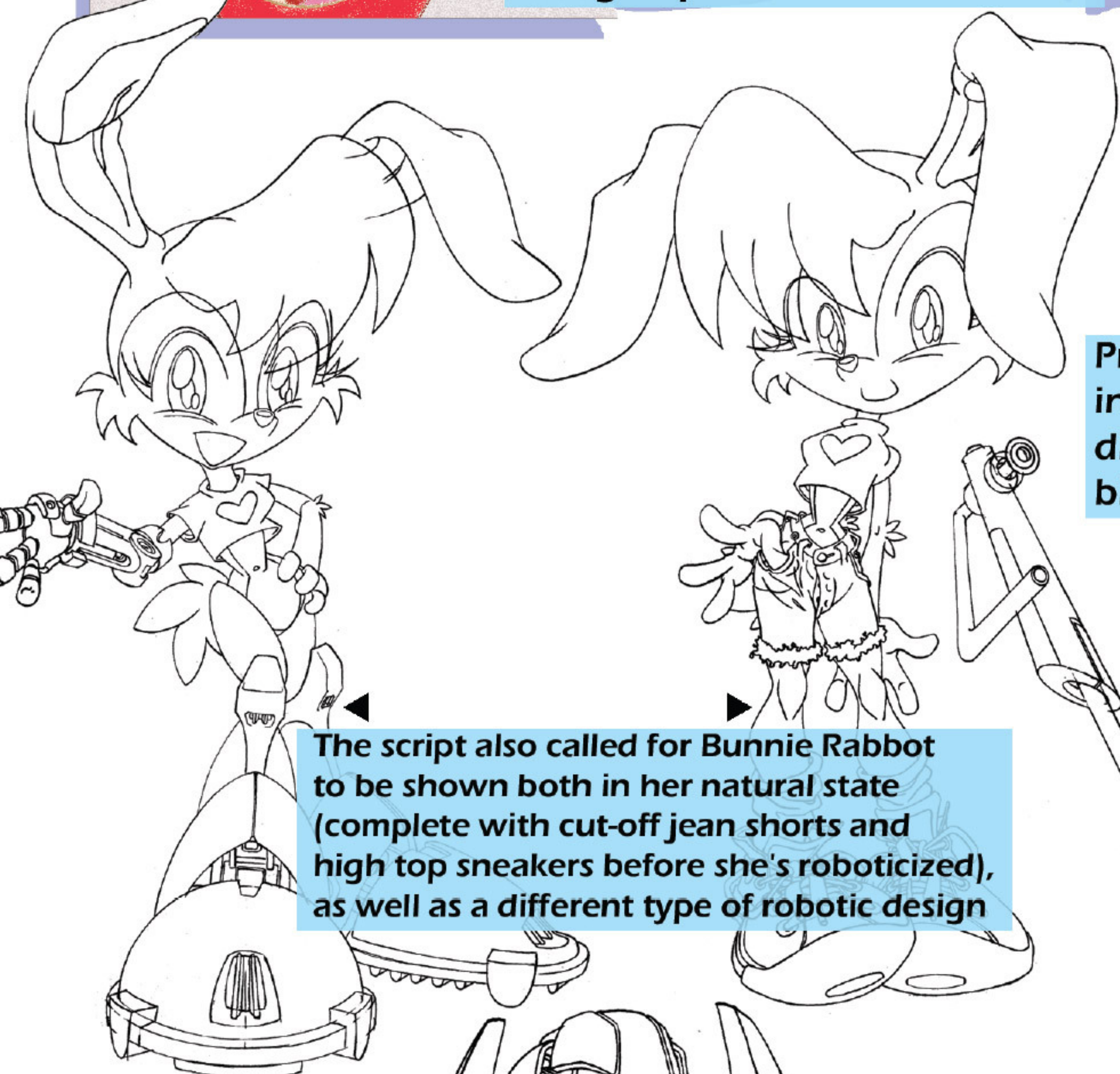
Originally slated to take place in an alternate timeline, a more "manga" influenced Sonic & the group were called for



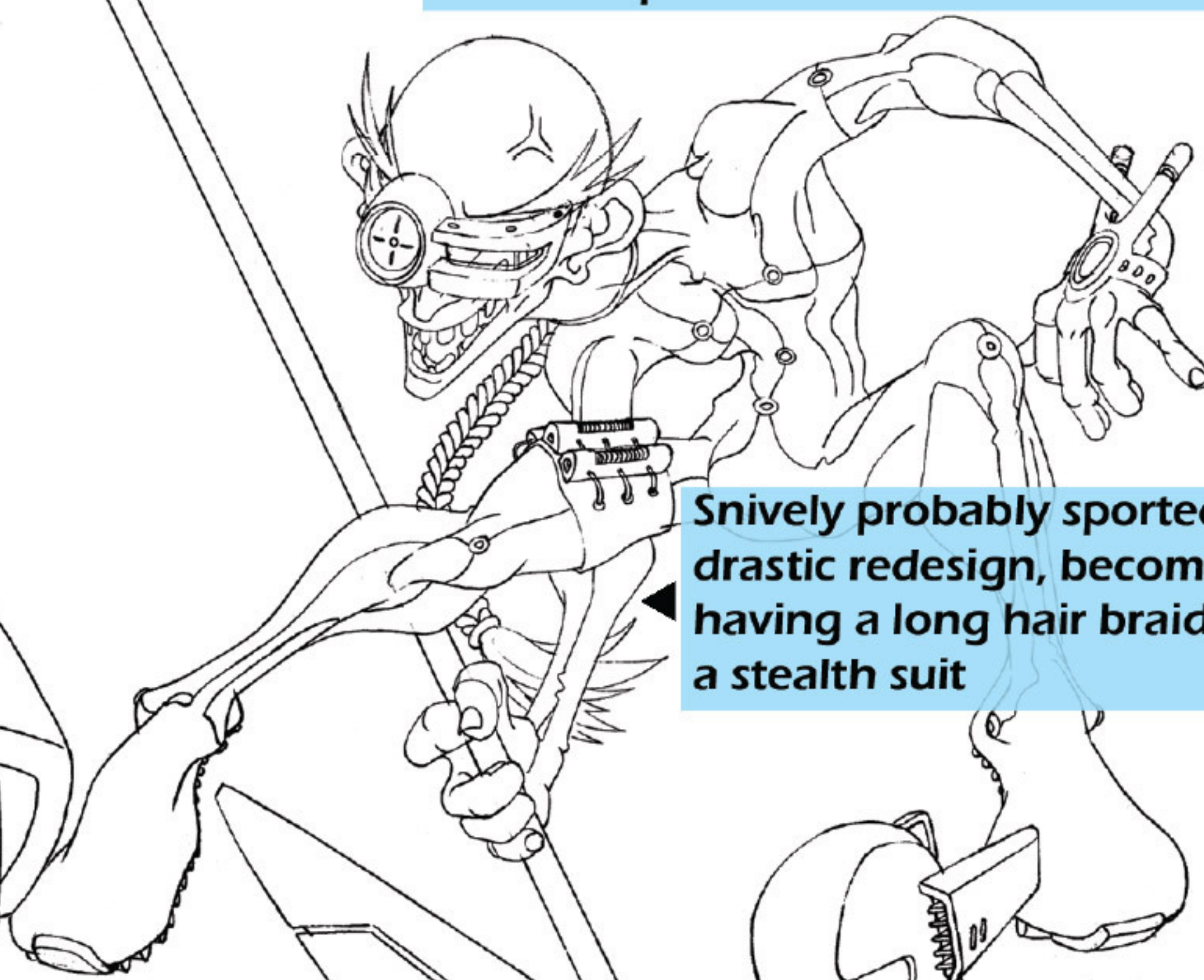
Princess Sally's changes included a new outfit, a mini disk player, and even a hover bike not shown here



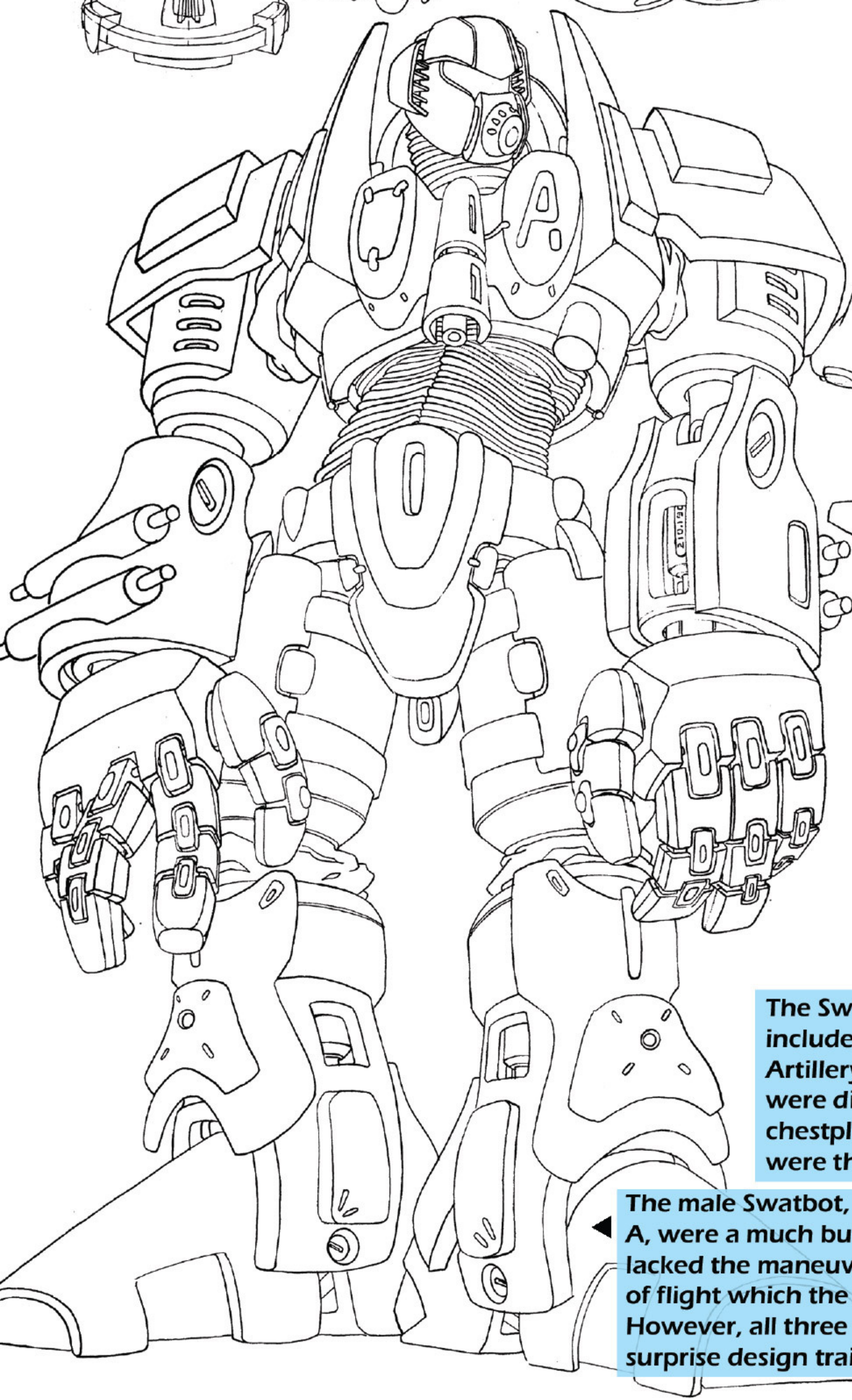
Not looking too different than his newer iterations as of late, when he was designed 'Manga' Sonic, besides being clothed, was quite a departure from the normal, more rounded shorter-spined Sonic



The script also called for Bunnie Rabbot to be shown both in her natural state (complete with cut-off jean shorts and high top sneakers before she's roboticized), as well as a different type of robotic design

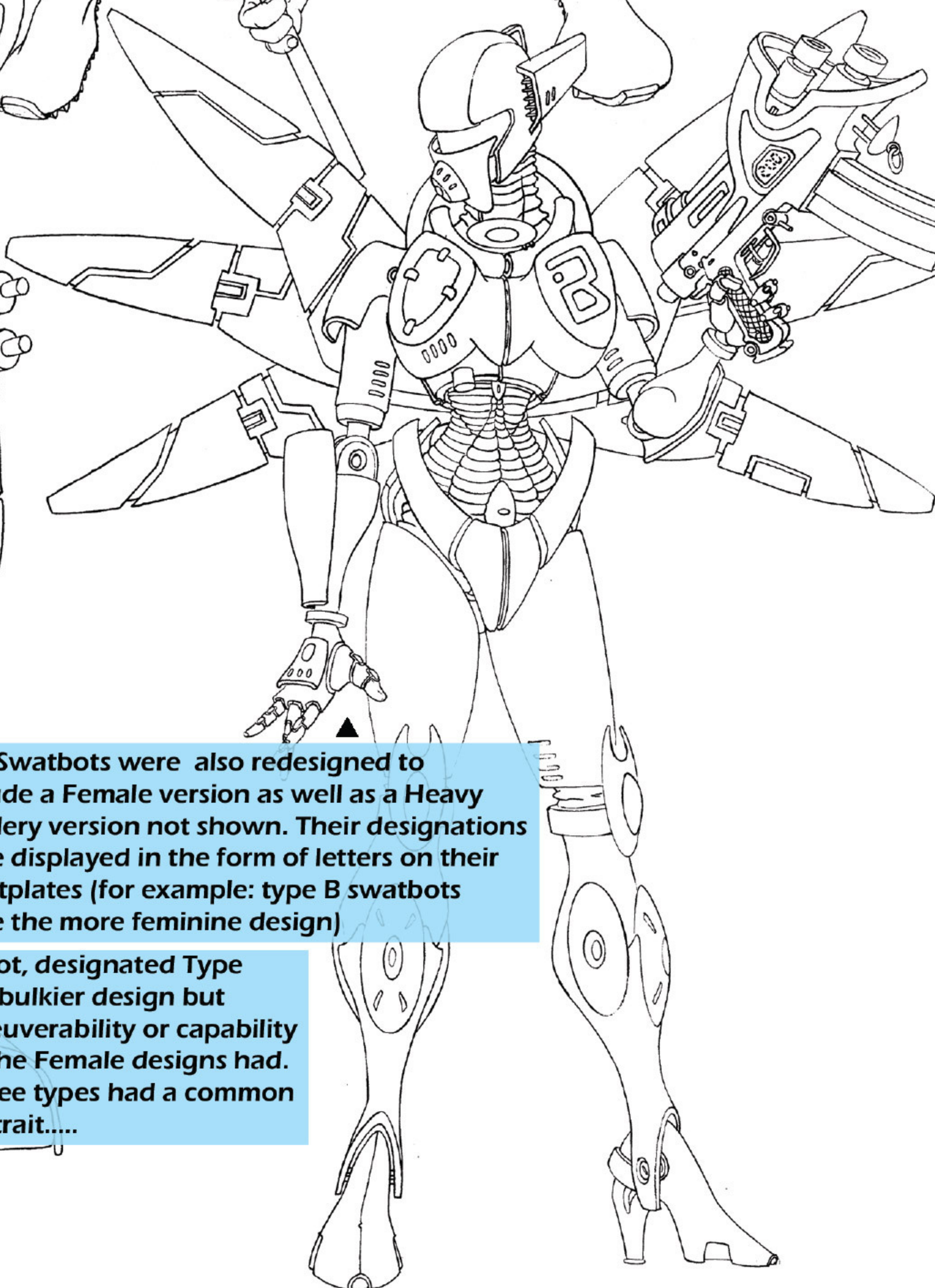


Snively probably sported the most drastic redesign, becoming more wirey, having a long hair braid, and wearing a stealth suit



The Swatbots were also redesigned to include a Female version as well as a Heavy Artillery version not shown. Their designations were displayed in the form of letters on their chestplates (for example: type B swatbots were the more feminine design)

The male Swatbot, designated Type A, were a much bulkier design but lacked the maneuverability or capability of flight which the Female designs had. However, all three types had a common surprise design trait....





# the Spaz Sketchbook



As a final bonus, we present to you some sneak preview characters that will be appearing in future issues of Sonic The Hedgehog comics. Because these are as yet unseen characters, we cannot reveal their identities here, but we can give you a little teaser. So check them out and enjoy. Maybe you can guess who a couple of them are. Thanks again for reading.

—Spaz

The character  
is a hedgehog  
in a mechanized form

**CAUTION: SPOILER INFO**

As the next M...  
form...  
weaponry

**CAUTION: SPOILER INFO**

A strange...  
ability  
enhancements

**CAUTION: SPOILER INFO**

As the only M...  
the...  
number  
speed upgrades

**CAUTION: SPOILER INFO**

Being the...  
appear very  
to Sonic in Design

**CAUTION: SPOILER INFO**

Never before...  
as  
and strenghts

**CAUTION: SPOILER INFO**



# KNUCKLES

## THE ECHIDNA

HAS JUST FOUND OUT THAT **DIMITRI**, HIS FORMER FOE AND STILL LEADER OF THE **DARK LEGION**, IS DYING.

WATCHING HER DEPARTURE IS ONE VERY INTERESTED OBSERVER AND ONE RELUCTANT CABBIE...

DIMITRI'S SECOND-IN-COMMAND, HIS GREAT-GRANDDAUGHTER **LIEN-DA**, WAS VISITING WITH HIM AT THE HOSPITAL WHEN SHE RECEIVED WORD TO RETURN BACK TO THE MOTHER SHIP.

I THOUGHT THE DARK LEGION WERE **UNWELCOME** ON THE ISLAND!

GET WITH THE PROGRAM, MAC!

THAT WAS **YESTERDAY!**

?

**ULTIMATE  
POWER  
PART TWO**

ONCE AGAIN OUR INTREPID TEAM --

**KEN PENDERS**  
SCRIPT, LAYOUTS & INKS

**DAWN BEST**  
PENCILS

**VICKIE WILLIAMS**  
LETTERER

**JENSEN**  
COLORIST

**JUSTIN GABRIE**  
EDITOR

-- EMBARKS ON A NEW ADVENTURE FEATURING EVERYONE'S FAVORITE ECHIDNA!

YOU KNOW HOW IT IS --  
YESTERDAY'S ENEMY IS  
**TODAY'S FRIEND!**

THAT'S  
**POLITICS**  
FOR YOU!

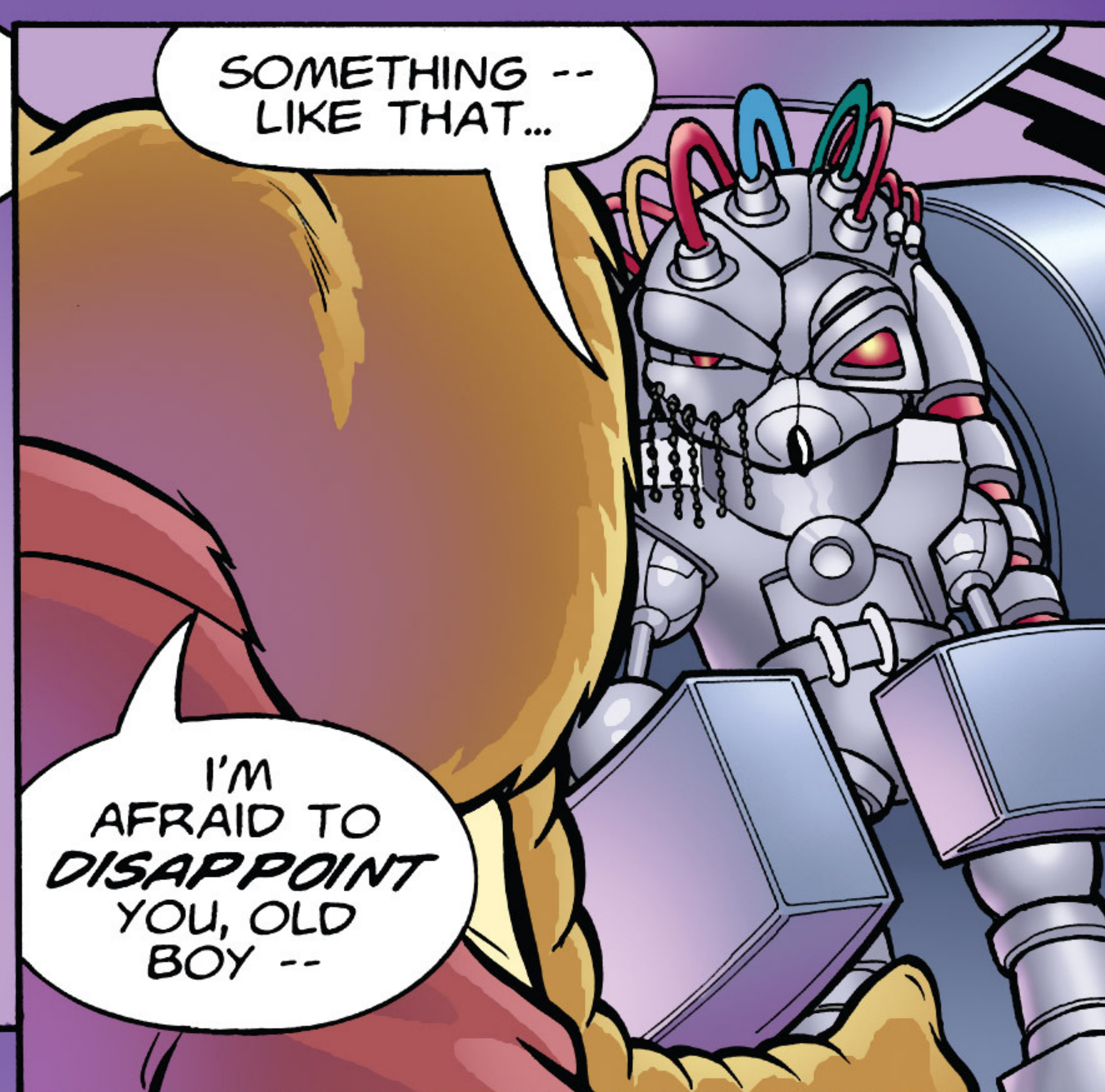
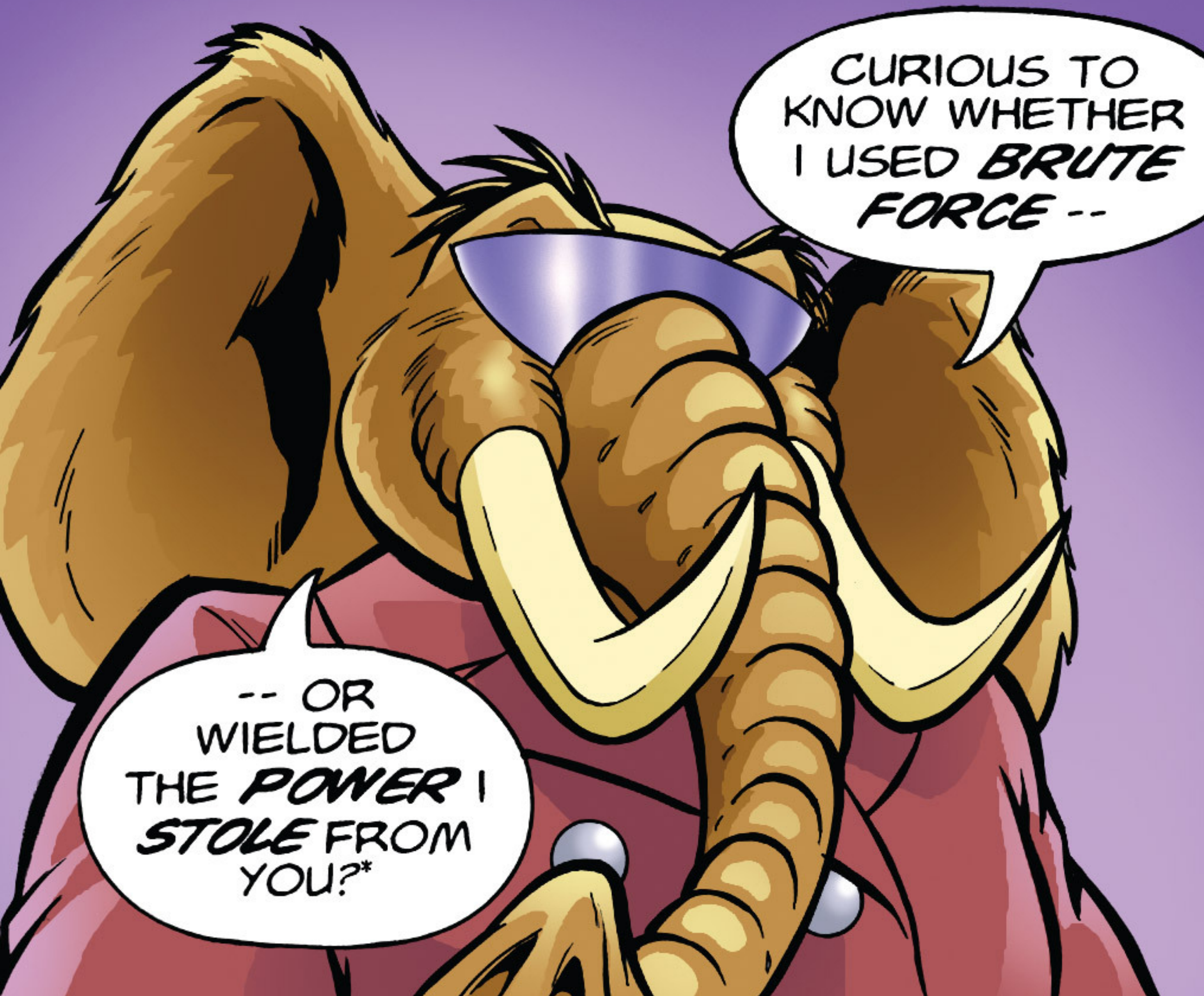
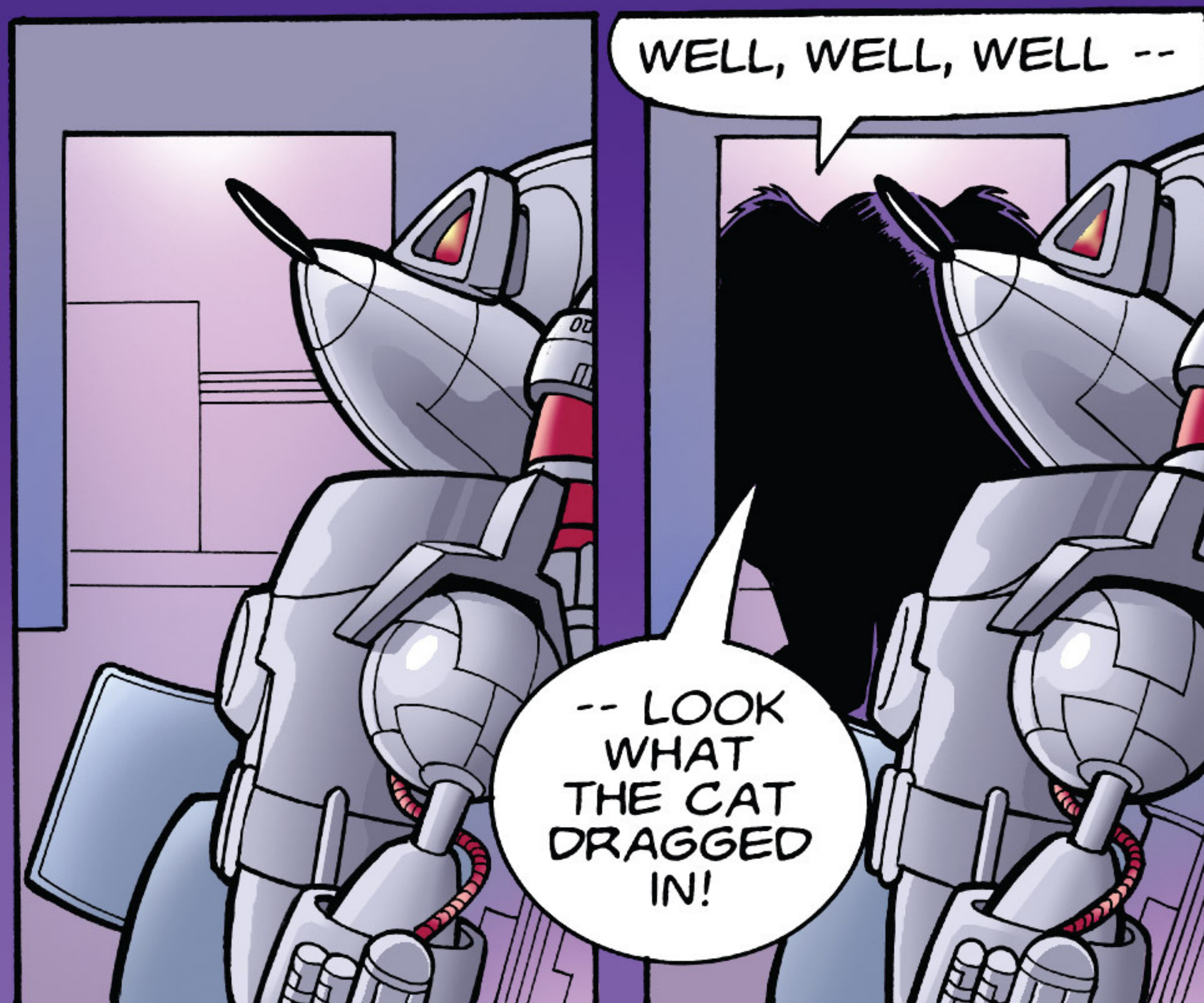
ANYWAY, YOU  
WANTED TO SEE  
THE **HEAD  
ENCHILADA** --

DIMITRI'S  
IN THERE?!

-- SO HERE  
WE ARE!

HOW  
DO YOU  
**KNOW?**





\* - AS CHRONICLED IN THE NOW-CLASSIC **KNUCKLES #9** - JUSTIN.





"PERHAPS, BUT NOT UNTIL YOU'VE ASSISTED ME IN *REACQUIRING* THE POWER FROM *ANOTHER* SOURCE..."

LOOK AT THIS MOVE!

VECTOR IS DEFINITELY IN THE *GROOVE*!

VECTOR IS DEFINITELY *SOMETHING*!

WE'RE JUST NOT SURE WHAT!

SPEAKING OF SOMETHING, KNUX --

SHORT AND SIMPLE, I CHANGED COLORS WHEN I *GAINED* THE POWERS OF THE *CHAOS EMERALD*!

*SWEETEEET!!*

HOW'D THAT HAPPEN?

-- THAT'S SURE SOME SHADE OF *GREEN* YOU'RE SPORTING!

SO WHAT'S IT MEAN?

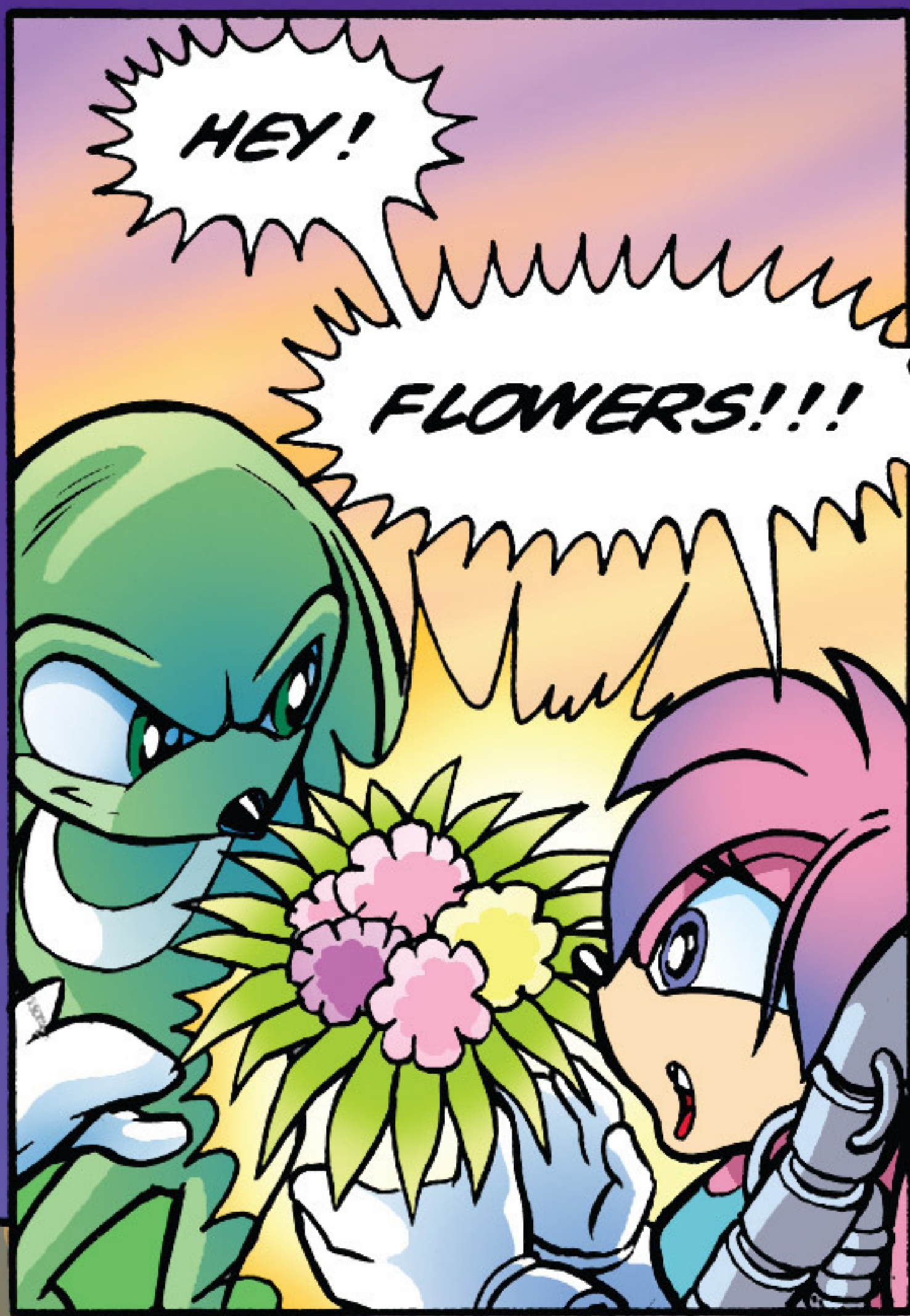
YOU CAN *MOONWALK* BETTER THAN *VEC*?

GOOD QUESTION!

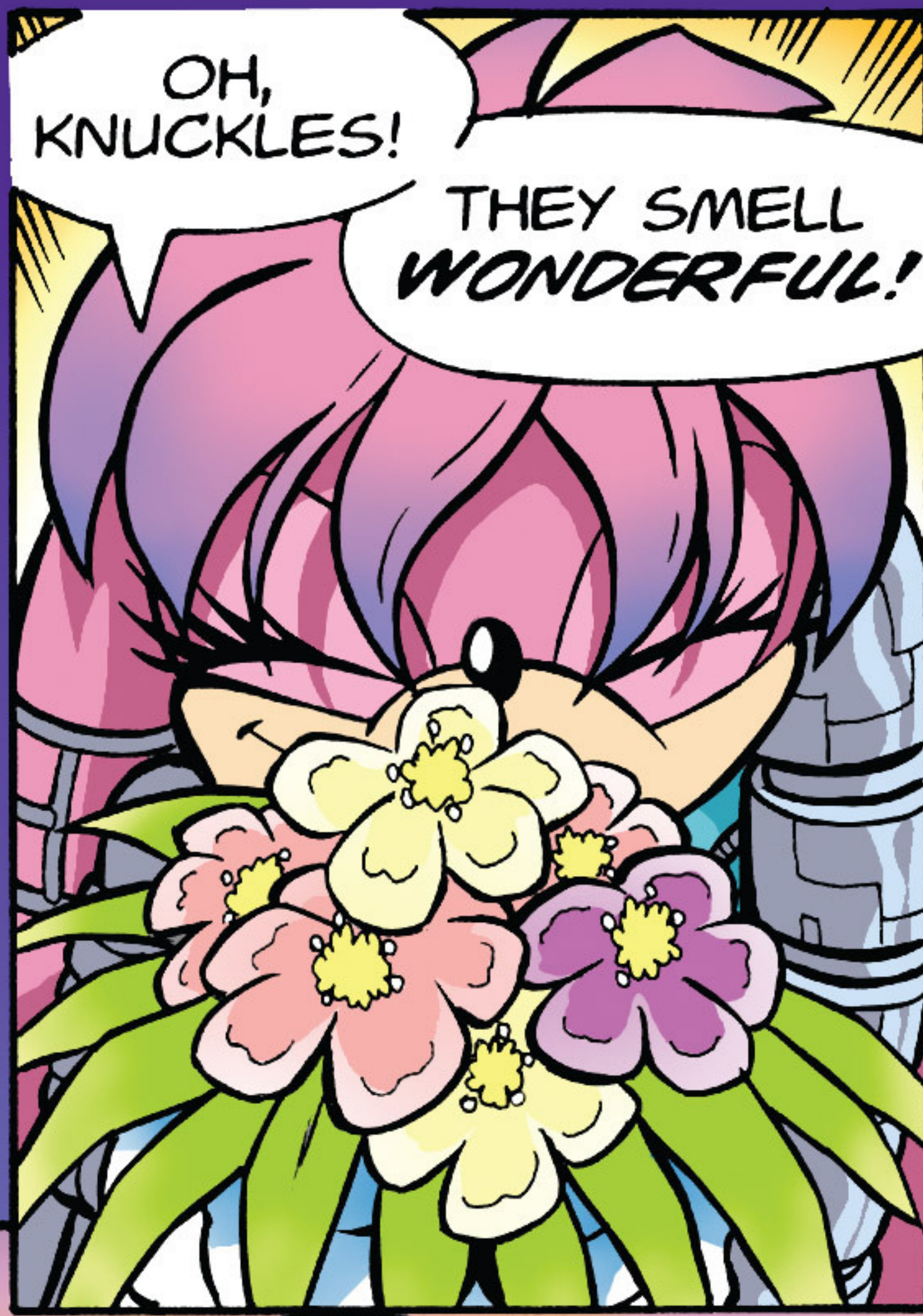
THINGS GET *STRANGE* WHEN I GET *MAD*!

WHAT ABOUT WHEN YOU'RE NOT?





HEY!  
FLOWERS!!!

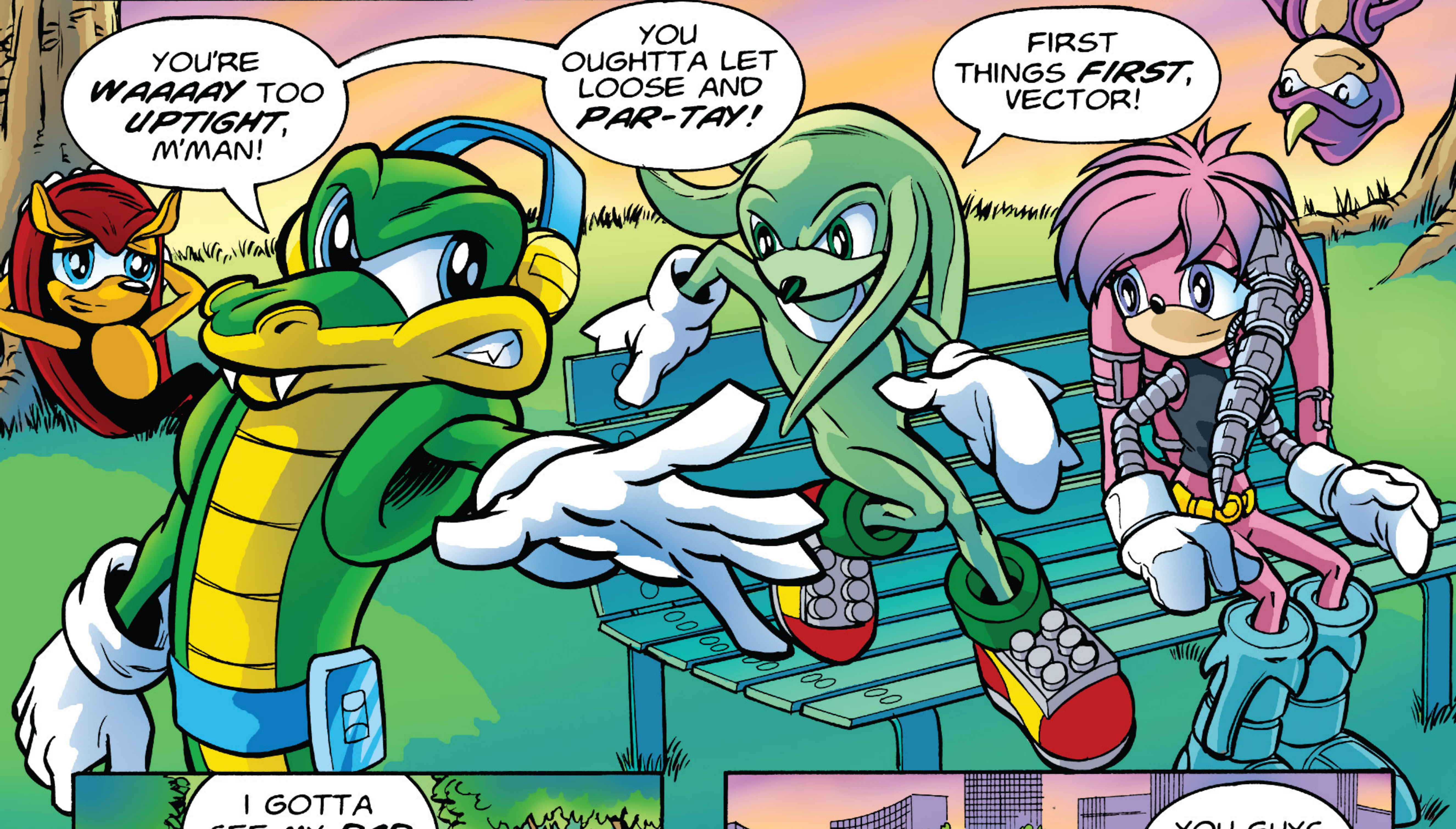


OH, KNUCKLES!  
THEY SMELL  
WONDERFUL!



CAN YOU DO  
IT *AGAIN*?

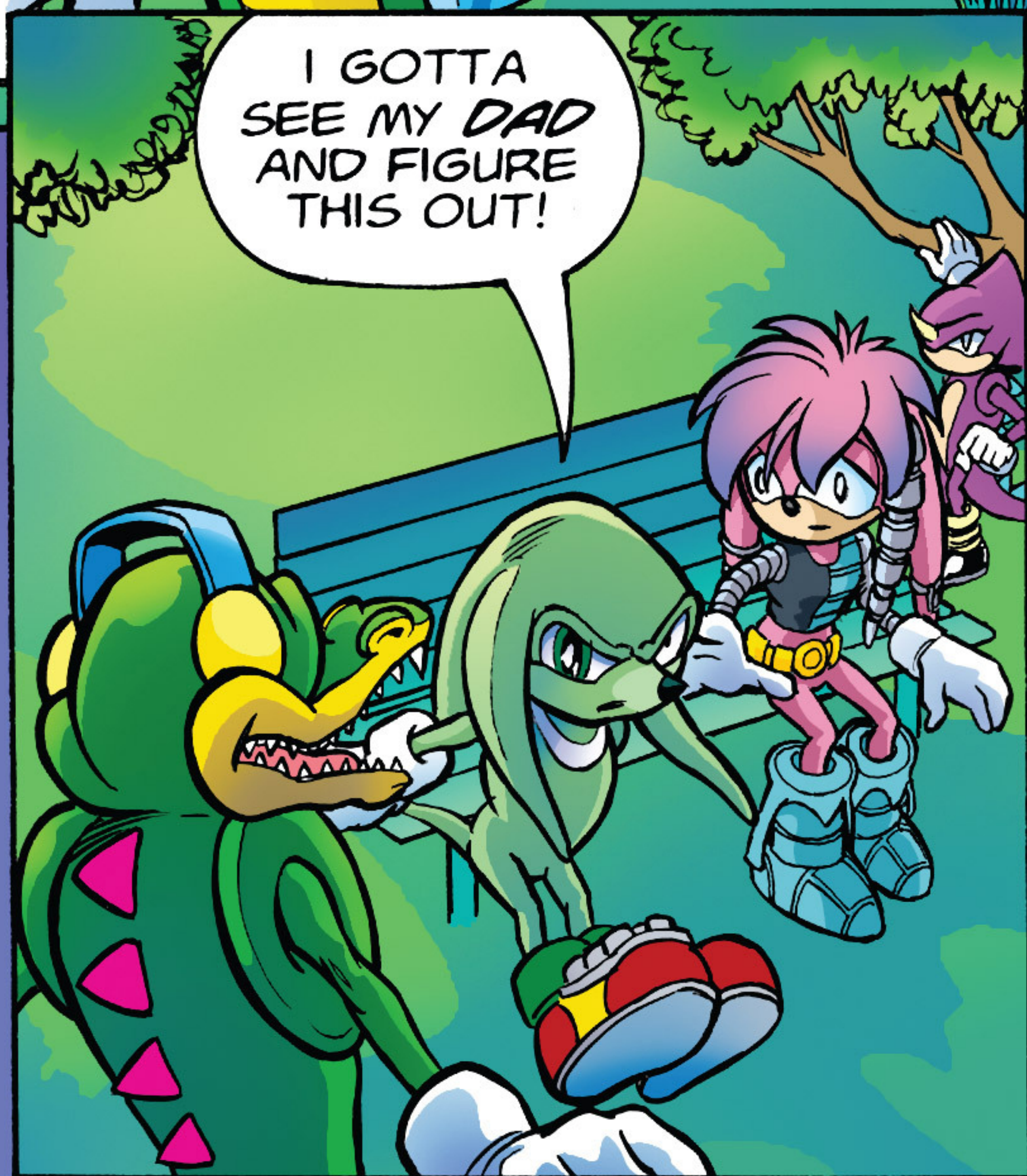
I'M NOT  
SURE I WANNA  
*TRY*, MIGHTY!



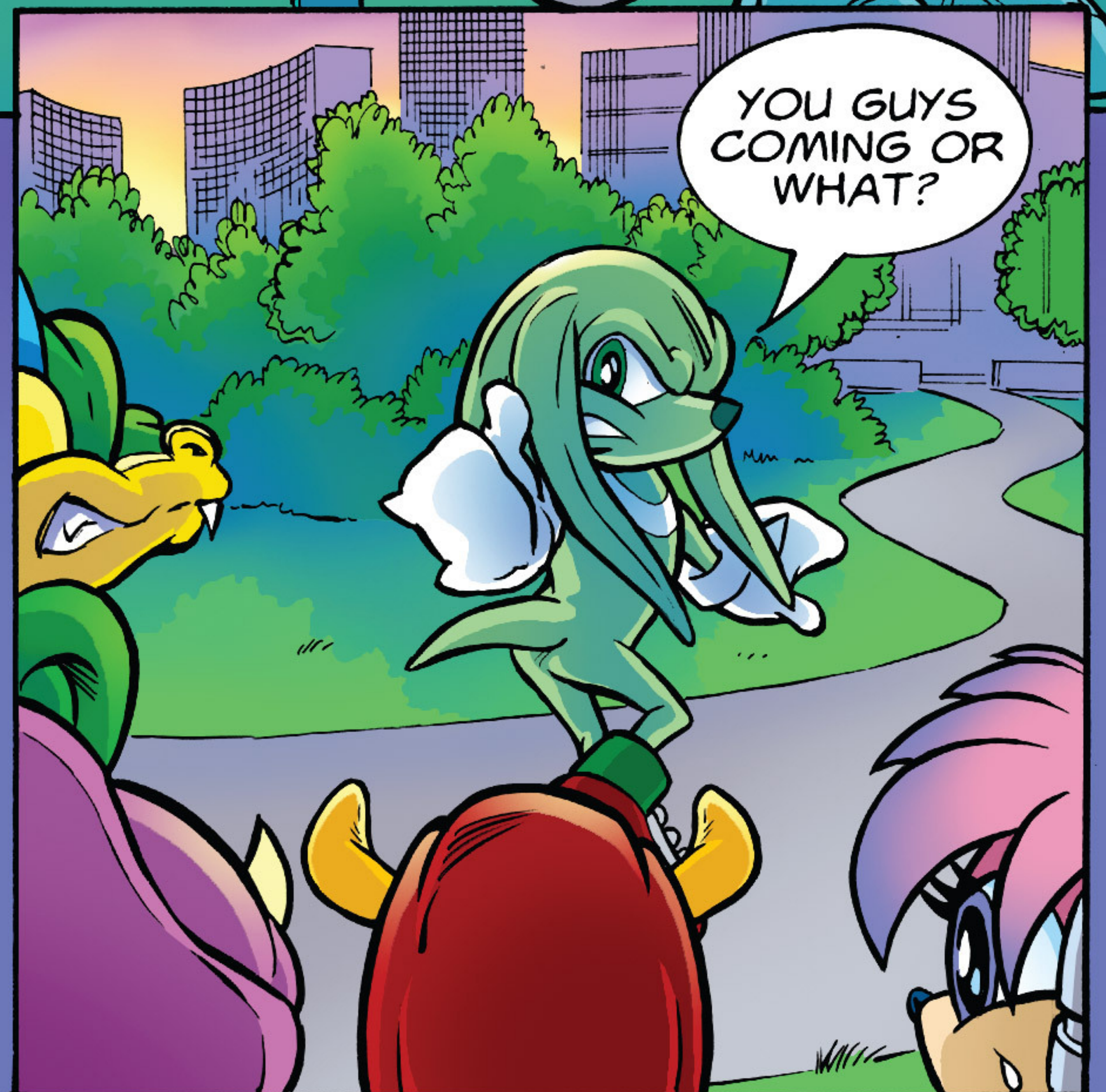
YOU'RE  
*WAAAAAY* TOO  
UPTIGHT,  
M'MAN!

YOU  
OUGHTTA LET  
LOOSE AND  
*PAR-TAY*!

FIRST  
THINGS *FIRST*,  
VECTOR!



I GOTTA  
SEE MY *DAD*  
AND FIGURE  
THIS OUT!



YOU GUYS  
COMING OR  
WHAT?



ELSEWHERE IN ECHIDNAOPOLIS, UNSEEN FROM PRYING EYES...

WE'VE JUST ABOUT FINISHED INSTALLING THE COM-CONSOLES.

ONCE THE FINAL CONNECTIONS ARE MADE, WE CAN BEGIN *SIMULATIONS!*

EXCELLENT!

KOMMISSAR WILL BE *PLEASED* WITH OUR PROGRESS!

SPEAKING OF WHICH --

HAVE YOU ANY *NEWS OF GREAT DIMITRI*, KOMMISSAR?

NOTHING *FAVORABLE* AT THE MOMENT, GAE-NA --

-- BUT THERE IS STILL *HOPE!*

IN THE MEANTIME --

-- THE *HIGH COUNCIL* HAS NOT YET VOTED THEIR APPROVAL OF *REUNIFICATION* --

-- FORCING US TO CONTINUE WITH OUR *BACK-UP PLAN* JUST IN CASE.

HERE'S A REPORT ON OUR *CURRENT STATUS!*

AND WHAT ABOUT *KNUCKLES?*

WHERE-ABOUTS IS OUR -- *ALLY?*



